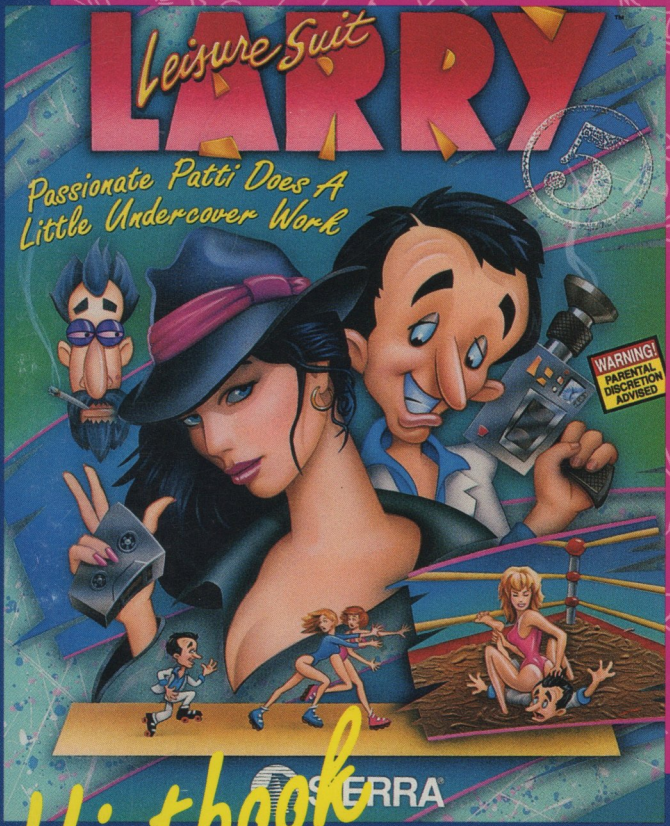

Hintbook

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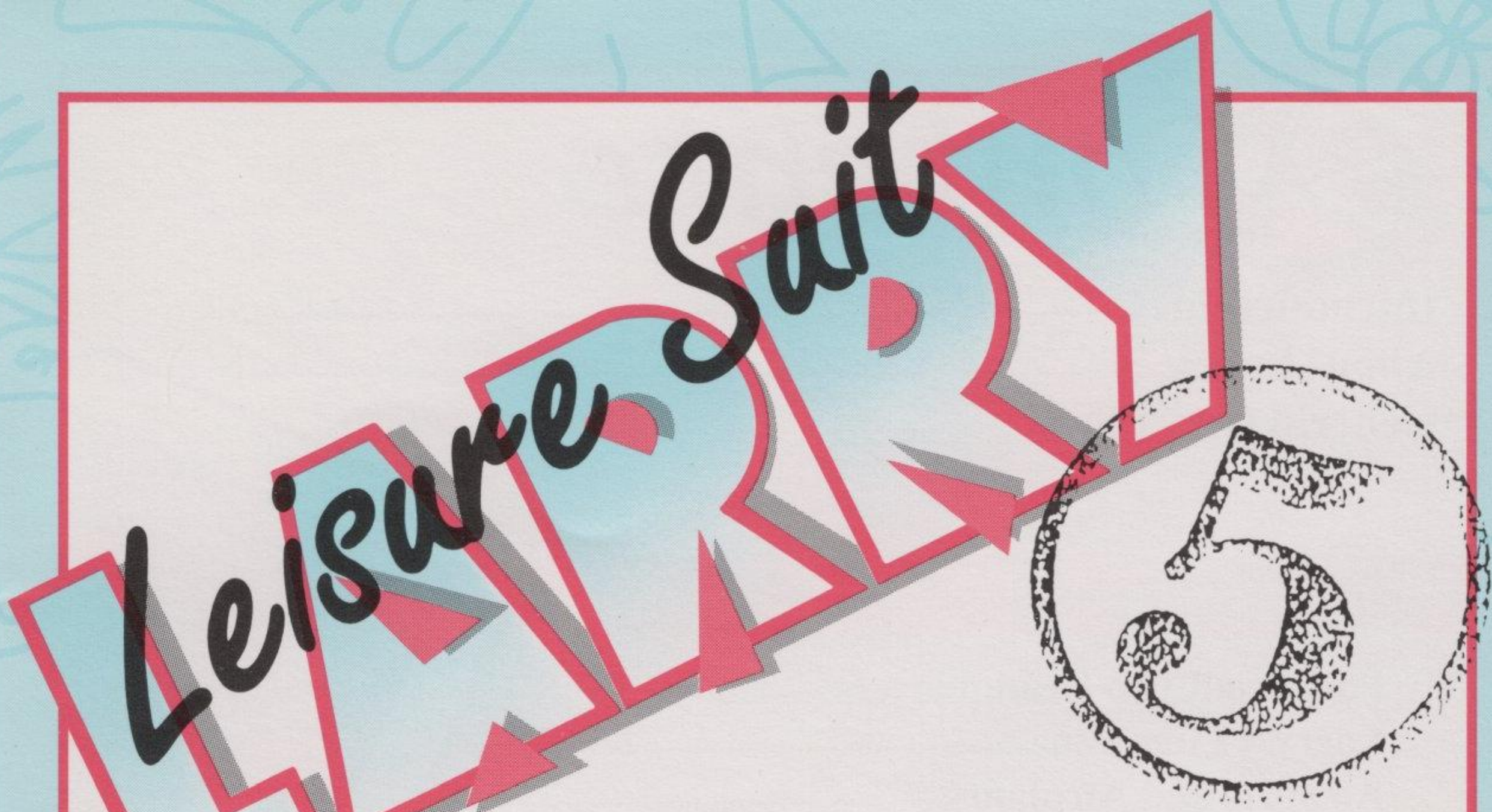

Passionate Patti Does A Little Undercover Work:

The Hintbook

SIERRA®

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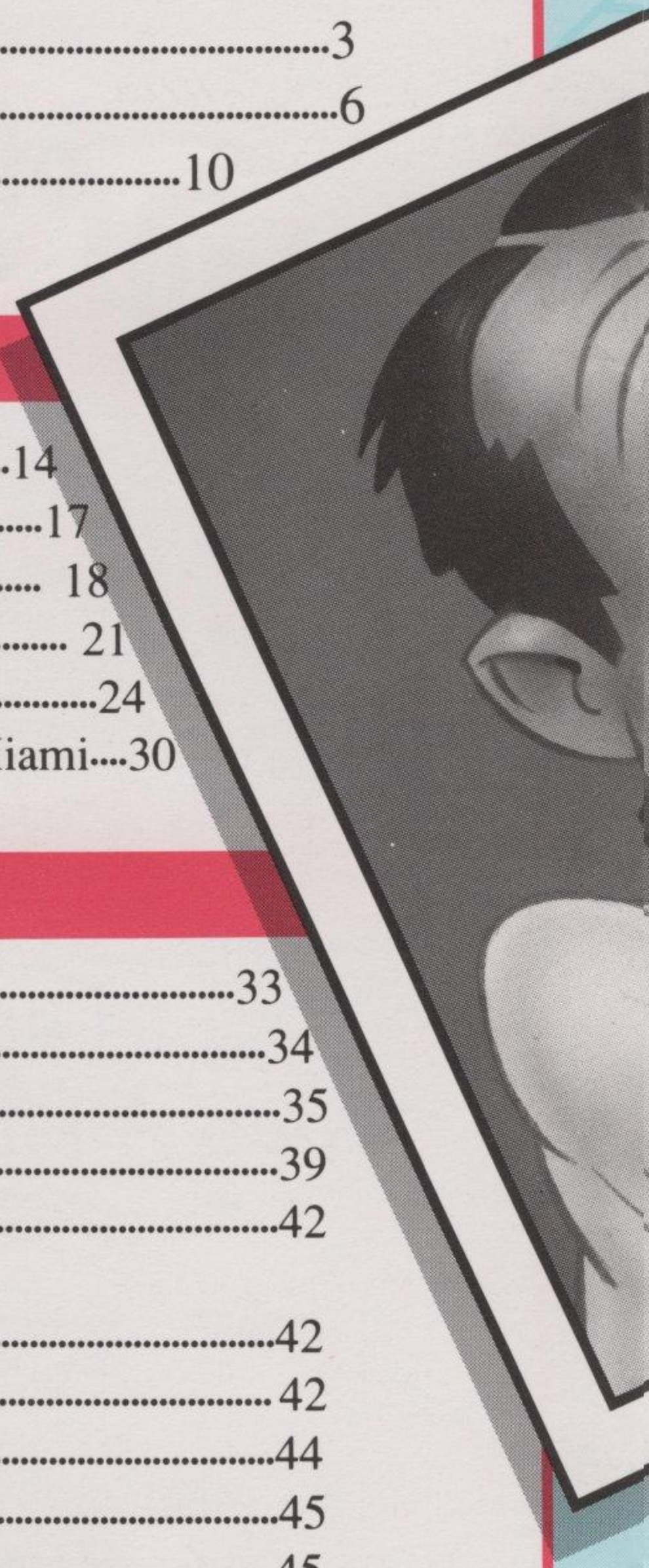


elcome back to the world of Passionate Patti and good old Larry; Larry Laffer!

I hope you're having as much fun playing this game as all of us had creating it. "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work" took under 300 person-years to create, required less than 4,000 life-sized, hand-painted, oil-on-velvet drawings, 1/4-million MIDI events and 2,200,000 lines of code. All this to deliver a couple of bad jokes. Was it worth it? You tell me. You're the one who paid for it!

Before you plunge into this book, reading all the answers and wrecking all those great puzzles we worked so hard to create, take some time and read your "Sierra Game Manual" thoroughly. (Remember it? It was that booklet you threw back in the box in your hurry to install the disks.) You may find that some of the questions you have about how the game works are answered in that manual.

How To Use This Hintbook

In "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work," both Larry and Patti do a lot of traveling. The cities and locations can be visited in any order: Larry can go to Miami first, or Atlantic City, or the Big Apple. Patti has two locations to investigate; it's up to you to decide where to go to first. So I've organized this hintbook into a Larry section and a Patti section. Each section is divided by location. Use the Table of Contents to jump through the hintbook to the section dealing with your current situation.

Once you find a question that deals with your problem, place your "Adventure Window" card over the hints to reveal them one by one. Be careful not to read too much. The first answer is the mildest hint, something that gently steers you in the right direction... or, maybe even a wisecrack (that may, or may not, be instructive). The second answer is a little more specific. The third and any subsequent answers are specific, often giving you the exact steps you need to solve the puzzle. East and West refer to the right and left sides of your screen, respectively. There are maps in the back, although you probably won't need them.

How NOT to Use This Hintbook!

Avoid reading those sections of the book that give hints for locations you haven't played yet (or those you plan to revisit)! Reading questions that don't pertain to the part of the game you're playing may reveal information you don't need or want yet. Read only the hints you're sure you need. There are even a few "red herring" questions thrown in every once in a while, just to keep you on your toes.

When You've Finished the Game

Once you've finished the game, turn to the back of the book and check out the complete lists of every point and object. You'll learn ways to increase your score and/or provide some extra laughs you may have missed! Since Larry 5 has many puzzles with multiple solutions and you can finish the game with less than 150 points (out of a possible 1000), I'm sure there are some things you've missed.

Again, thanks for purchasing "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work." I hope you're enjoying it, and that this hintbook increases that enjoyment! If you enjoyed Larry 5, be sure to check out Larry's previous adventures as well as Sierra's other 3-D animated adventure games.

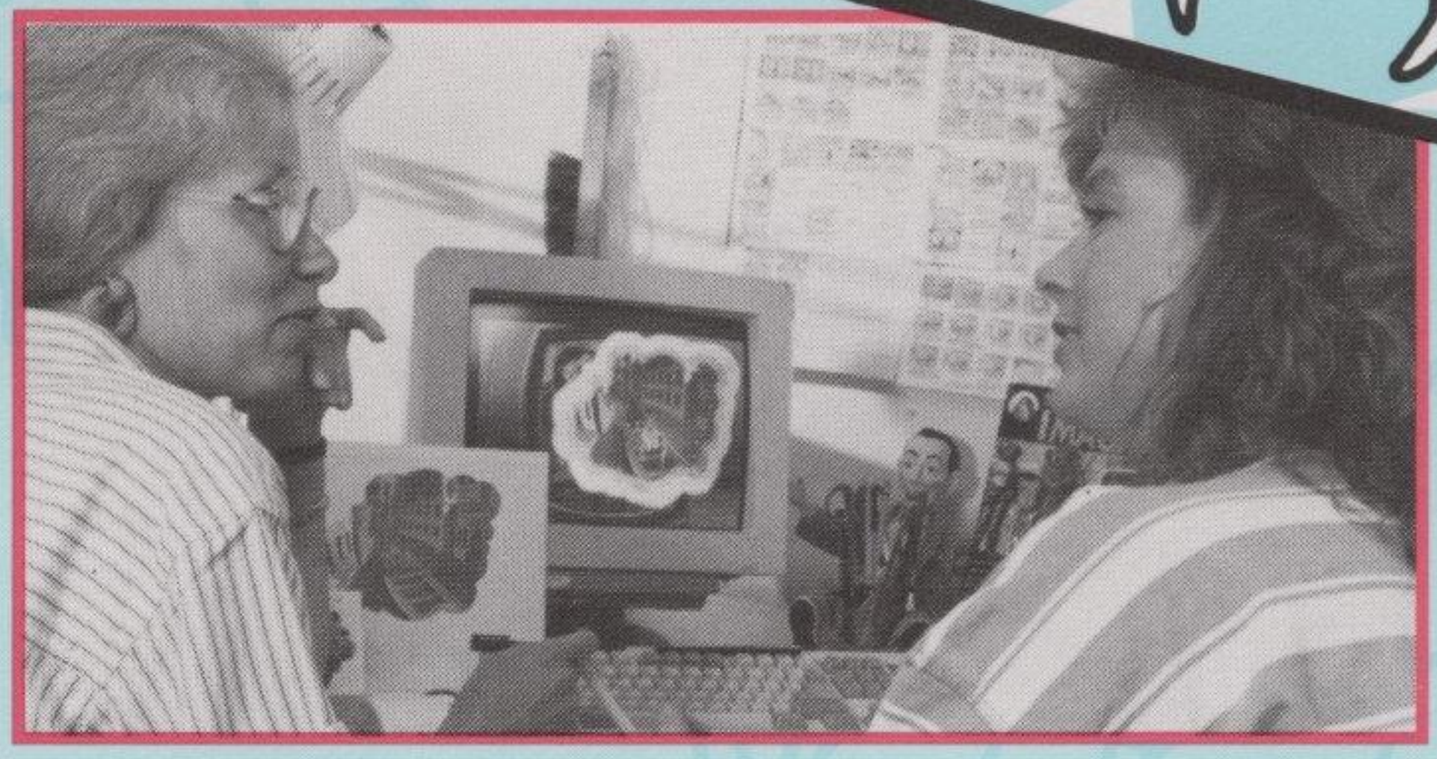
Al Lowe

Creator of the

"Leisure Suit Larry"

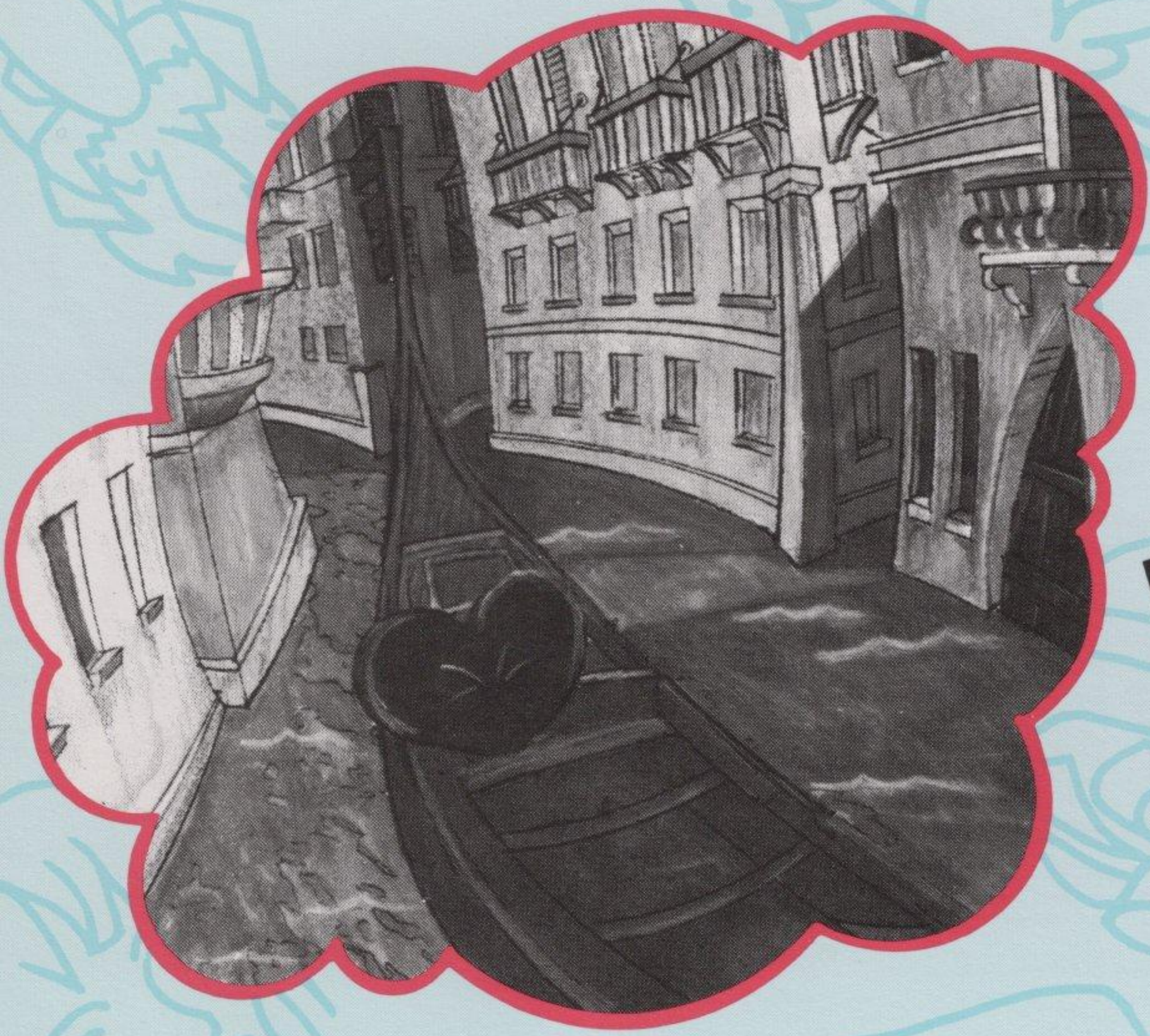
series

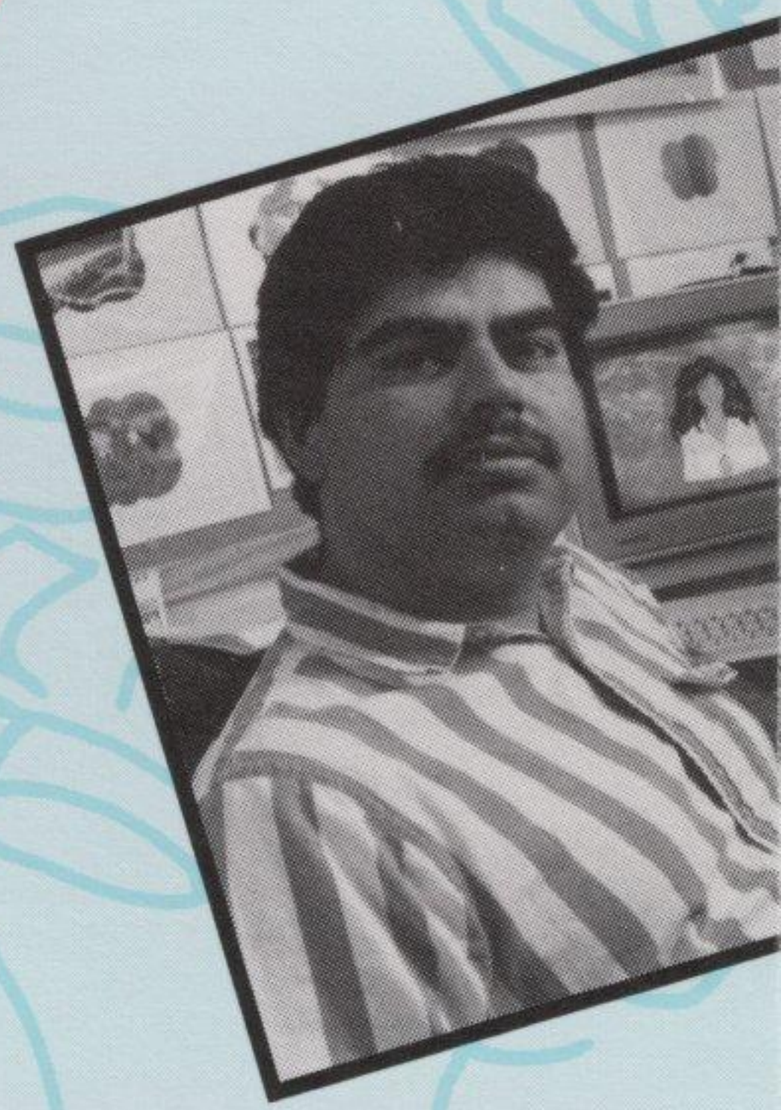
Compared to today's creation of light-and sound extravaganzas, making an adventure game eight years ago was trivial. A pro-grammer and an artist, doubling as game designers and direc-tors, could throw a game together in a few months. Back then, games were small, graphics were crude and less colorful, and the "music" was little more than a collection of irritating beeps and clicks. Today,with sophisticated digitized VGA graphics, music support for a long list of sound cards, and increasingly complex game designs, bringing a comput-er game to life has become a big-time operation involving dozens of artists, programmers, musicians and writers. Experts agree that if Al Lowe were to have designed, drawn and programmed "Leisure Suit Larry 5" by himself, it would have taken over 300 years...more than 60 times the life expectancy of an entertainment software designer!



s Production Designer, Andy Hoyos set the look and feel for Larry 5's ambitious graphic design. Working with Bill Skirvin (veteran of Larrys 2 and 3) to create a jazzy, contemporary look for the VGA upgrade of the original "Leisure Suit Larry in the Land of the Lounge Lizards," the result was deemed just as appropriate for Larry's latest adventure.

Art Team Manager Cheri Loyd (who may also be seen in "Police Quest III: The Kindred" as Sonny Bonds's wife "Sweet Cheeks Marie") and Art Designer Jane Cardinal oversaw the creation of the backgrounds and animation loops, and helped refine the broad artistic style. The challenge was to give the game its own unique flavor, while maintaining the overall appearance established in the new "Land of the Lounge Lizards." Barry Smith and Roger Hardy (an old hand from Larry 3) added their talents on

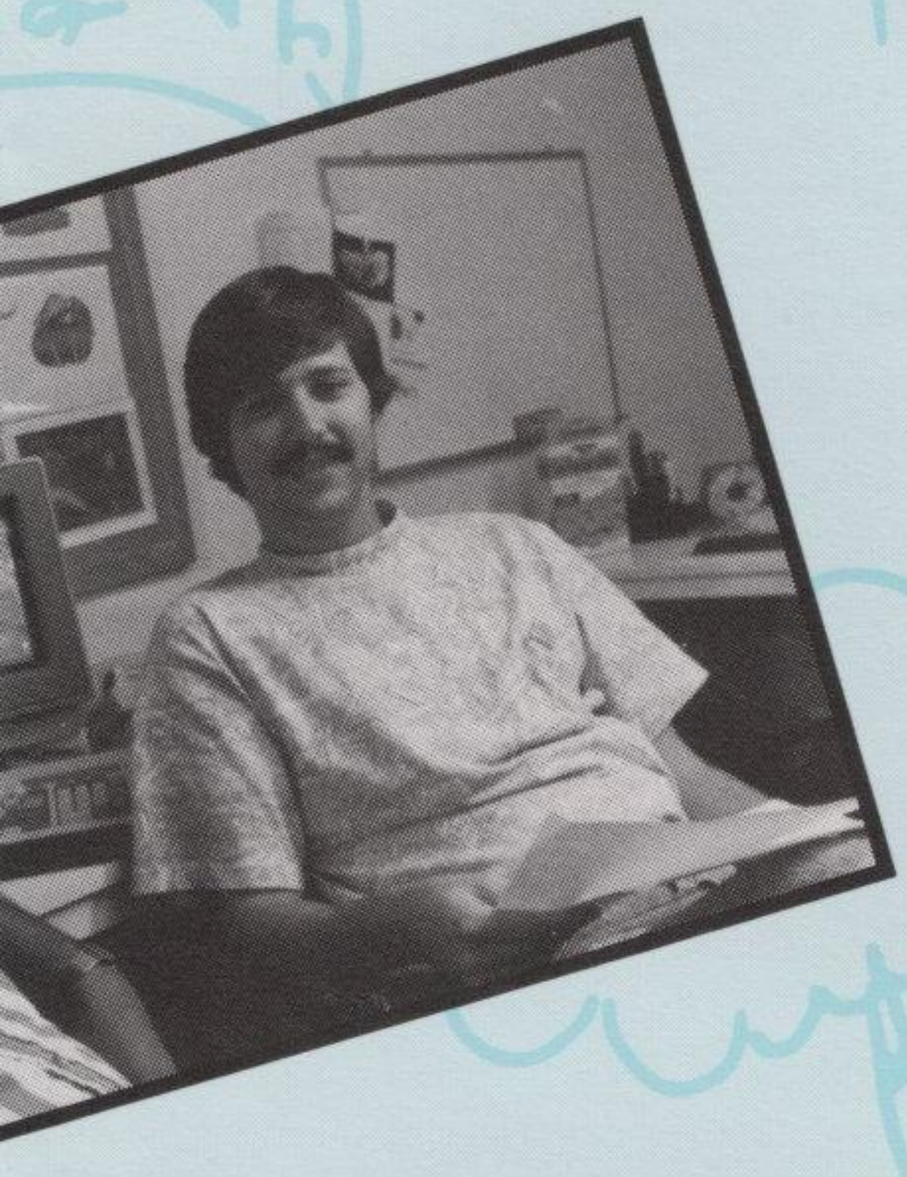




the animation side, adding dozens of little touches to give character to those few little pixels. In addition, nearly two dozen artists contributed to Larry 5.

ead Programmer Brian Hughes (of "Space Quest IV" and "Quest for Glory II" fame) and his able-bodied assistant Carlos Escobar ("Larry 3") spent over six months coding the game, working weekends, nights, and Rosh Hashanah. As is the case with most programmers, they tried to out do each other to make the game as "solid" as humanly possible. With Larry 5, they outdid themselves. Yeoman duty on the programming side was handled by Oliver Brelsford, Steve Conrad and John Hartin.

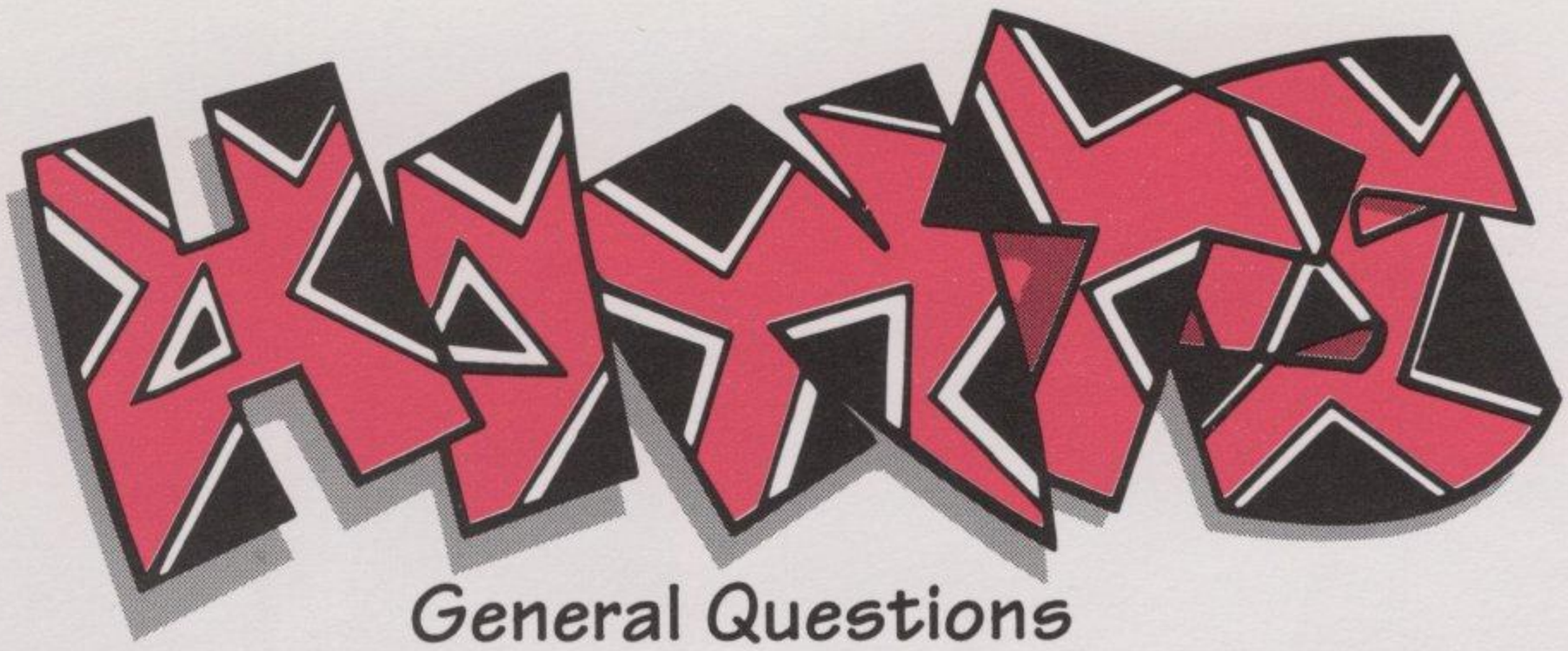
For the music of Larry 5, Al Lowe and Mark Seibert (Sierra's multi-talented Music Director, who can be heard making announcements



over the airport's PA system) looked to Hollywood. Craig Safan, a composer whose credits include the films "Stand and Deliver," "The Last Starfighter" and the television shows "Life Goes On," "Cheers," "Hitchcock Presents" and "Amazing Stories," was signed to compose a series of original themes for the game. That Craig was willing to forego the usual fame that accompanies Hollywood productions so that he could contribute to Leisure Suit Larry is a testament to the popularity of the series.

Chris Brayman, who created the hilarious music throughout the revamped "Leisure Suit Larry 1," also contributed substantial musical material to Larry 5. His compositions (and Craig's)can best be heard by using the boom box in the Tape room at PornProdCorp.

nd would this summary of Larry 5's VIPs be complete without mention of Al Lowe? Yes.



General Questions

Who is higher, a Brigadier General or a Major General?

- In order of ascending importance: Brigadier General, Major General, Lieutenant General, General. Does that answer your first general question?

How can you remember that?

- Easy: "Be My Little General." BMLG. Brigadier, Major, Lieutenant, General.

Al, how come you have so much General Knowledge?

- Easy: I was a Liberal Arts major. (I just don't know anything useful!)

Are these examples of what you told me not to do? Could these actually be those "red herrings" you mentioned in your Introduction?

- Yep!
- Now stop reading the entire book, and start skipping around, looking through the book for questions in the area that's bothering you!

The manual says there's a bunch of icons at the top of the screen. I don't see anything but a black stripe. Have I got bad disks? Is my monitor too tall?

- No. Do you have a "Sierra Game Manual?" If so, read it! It answers many questions like these.
- If you have a mouse, move the cursor to the very top of the screen, and the icon bar will appear. If you're playing with a joystick, Button #2 will make the icon bar appear. Or, press the ESC key or the 0 on your numeric keypad.

What are these icons all about, anyway?

- The icons are your guide to the world of Larry Laffer and Passionate Patti! Read your "Sierra Game Manual" to find out what they do.
- To learn what the icons do, select the Question icon and that question mark you're so reluctant to use.

I've never seen a Fast Forward icon before. What does it do?

- It lets you fast forward.
- You can only fast forward through the noninteractive portions of the game. You have to play through the interactive portions!

What's the zipper for?

- Try it and see.
- What's a zipper usually for?
- If you're unzipping, you're either trying to remove your clothes or show somebody you mean *business*... and I don't mean business.

How do I know what I have in my Inventory? What is an Inventory?

- Select the Inventory icon (it looks like a briefcase). A window will appear showing everything you are carrying. To look at or manipulate an Inventory object, choose either the eye icon or the Hand icon. When in the Inventory window, use the icons attached to that window.

How do I use something I've got in my Inventory?

- Read your manual!
- To use something to use in the game, first click on the Inventory icon on the main Icon bar (that's the briefcase). The Inventory window will appear. At the top of the Inventory window there are five new icons. Click on the arrow, then click the arrow on the object you want to use in the game. The arrow will change to a cursor representing that item. Click that new cursor on the OK icon to close the Inventory window and return to the game!

How do I save my game?

- This game is beyond saving!

- But should you wish to try anyway, simply move you rmouse to the top of the screen, bringing up the main Icon Bar. Click on the Slider icon to bring up the Control Panel. Press the "Save" button. Type in a name for this save game. Be as succinct or elaborate as you wish. You are limited to approximately twenty save games per directory. To delete an old saved game, or save to a different directory, just press the appropriate button.

Where can I see how many points I've accumulated?

- You mean you haven't been keeping track?
- To make things easier for you, I included an on-screen scorekeeper. Simply click on the Control Panel icon and look at the bottom of the window to see how many points you've got so far. Collect the whole set!

One thousand points? You must be yanking my chain.

- I wouldn't go anywhere near your chain.
- Yes, one thousand points. If it's good enough for Mr. Bush's points of light, it's good enough for me.

Larry walks too slowly. Can I speed him up?

- Why, certainly!
- Read the "Sierra Game Manual" to find out how.
- But if you'd prefer to read it here, do this: open the control panel (slider icon) and move the speed slider up to make the animation go faster. You may also turn down the Detail Level to make the game go faster still, but you may miss out on some really priceless animation and special effects! Of course, then again, you may not.

Larry walks too quickly. Can I slow him down?

- Make up your mind. A moment ago, in the last hint, you were griping because he was too slow.
- Open up the control panel by selecting the Control icon. Move the speed slider down. Also, the higher the detail slider, the slower the game will go on machines deficient in raw computing power!

The text windows go by too quickly. The text windows go by too slowly. Fix it. Fix it now!

- Impatient, aren't you?
- Click the Control Panel icon. On the control panel is a slider labeled "Text." Slide it up and the text clears more quickly. Slide it down and the text clears more slowly. If you finish reading a text window, you can usually get rid of it by pressing the "Enter" key, the left mouse button, or the joystick fire button.

I'm tired of these opening credits.

- Too bad. We worked real hard on this game and you're going to jolly well see who's responsible.
- Oh, all right. Click on a mouse button or press any key. You'll be shown a window with the Fast Forward button. Hit the button that says, "Really? Show Me!" and you'll be shown where the Fast Forward button actually appears in the icon bar. Hit the Fast Forward button up there and confirm your choice. You'll skip to the beginning of the game.

I've already seen this opening sequence. Must I sit through it over and over again? Have mercy!

- There are nuances in this opening sequence which you'll surely miss out on if you skip it. Also, the plot is explained, in a rather convoluted way. I advise you to watch it over and over until you've memorized it and can recite it from memory.
- If you're certain you want to skip it, bring up the icon bar either with the ESC key or by moving the cursor to the top of the screen. Click Fast Forward, confirm your choice and you'll skip to the beginning of the game.

I forgot my password! Or…
My Dad doesn't really care if I play this game! It's okay with him, I bet. How do I get around that password stuff?

- You can't. Be a good little boy and just suffer.
- Oh, stop your whining! You bought this hintbook just for this?
- * *Okay, you talked me into it. In your game directory (or folder,) there is a file called MEMORY.DRV to keep you from messing with it. Then start the game again.*

LARRY'S PARTS

PORNPRODCORP

I'm just wandering around aimlessly in an office with funny carpet. What am I supposed to do?

- Stand around a little longer and some text will appear, telling you how to play the game.
- Watch the opening scenes carefully. They tell you what your purpose is. Your boss, Mr. Silas Scruemall, President of PornProdCorp, tells you exactly what he wants you to do. So go do it.
- Your first goal is to find everything you'll need to audition the "Sexiest Woman In America" finalists to host Mr. Scruemall's latest blockbuster-to-be, "America's Sexiest Home Videos."
- * *Explore the offices of PornProdCorp carefully! You'll need three degaussed videotapes, your camcorder, a battery recharger, resumés for the three finalists, and an AeroDork Gold Card. You may also want to recharge your camcorder! Do all this before leaving PornProdCorp.*

Mr. Scruemall said there would be a limousine waiting to take me everywhere I want to go. Where is it? I went outside and there's nothing out by the driveway but an ugly fountain.

- He's no fool. He ordered the limousine to wait until you found the AeroDork Gold Card and the three resumés.

Why can't I videotape people just by clicking the camcorder on them?

- Probably because they don't want to recorded.
- You must be more secretive. Some spy you'll make! How will you ever play the Patti part of this game?
- Remember, Silas ordered you to tape the girls without their knowledge.
- * *Click the Hand on the camcorder while in the Inventory window to turn it on. Then leave it there, out of sight. It will automatically record everything that happens, until its tiny battery and tape (not to mention you!) are exhausted.*

I'm tired of playing Larry! I'm tired of playing Patti! How can I switch to the other character?

- That's for me to know and you to find out.
- Oh, all right, I'll tell.
- The game will automatically switch you back and forth between Larry and Patti when the time comes. You have to play for awhile as Larry before you get to Patti's parts (heh, heh, heh)!
- If you're Larry, you'll become Patti whenever you board a plane and fall asleep. If you're Patti, you'll become Larry whenever you board the limousine and fall asleep.
- Then again, you may not.

There are piles of videotapes everywhere, but none that fit my camcorder.

- Where do you think you'd find videotapes?
- Right. In the Tape Room. It's down that hallway to the left, behind the coffee pot.
- Three miniature videotapes lie right out in the open in the Tape Room.
- Look beside the monitor in the lower right corner of the room.
- * *Click the Hand icon on the pile of three videotapes sitting on the table just left of the monitor in the lower right corner of the room.*

I found the correct videotapes; why won't they work in my camcorder?

- Although a marvel of miniaturization, the "Rob Lowe" won't "degauss" tapes. It has no erase head.
- There's a device in the tape room to degauss tapes.
- It's at the extreme right end of the table along the back wall of the Tape Room.
- * *Select each tape from Inventory; click them one at a time on the degausser.*

When I look at my camcorder, it tells me it's not charged. How do I go about changing that?

- Get a new camcorder on credit! Then it'll be charged!
- Just kidding.
- Find the battery recharger.
- Look in a drawer in the Tape Room.
- * *There are three drawers visible under your workbench. Click the Hand on the drawer on the left.*

I've got a camcorder and a device to charge its battery. What must I do to get the thing charged up?

- Find an outlet. (And I don't mean Primal Scream Therapy!)
- Where have you seen something electrical?
- There's an electrical outlet on the wall by the coffee maker at PornProdCorp, and there are also outlets in every airport, on the west wall of the west room.
- Select the battery recharger from Inventory and click it on an outlet to plug it in.
- Select your camcorder from Inventory and click it on the plugged-in battery recharger.
- The camera's battery is so little, it only takes a minute to charge. While in the Inventory window, use the Eye icon to see when the camcorder is at 100% power.

* *When it is, click the Hand icon on the camcorder to unplug it and retrieve both the camcorder and the recharger.*

I can't tell which tape is which. These tapes all look alike to me!

- Use the eye icon (the "aye aye" con?) on the tapes. You will learn if a tape is new, degaussed, or already recorded.

I'm ready to leave PornProdCorp, I think! Trouble is, there doesn't seem to be anywhere to go.

- Have you found the outside of the building, east of the lobby where you started?
- Have you found the three resumés of the finalists?
- Have you found your AeroDork Gold Card?

* *After you have the resumés and the AeroDork Gold Card, a limousine will be waiting for you outside the building. Click your Hand on the limousine to enter it.*

When are we going to get to the airport?

- We'll be there when we get there.
- We're almost there. Why don't you play a car game? Perhaps license plate bingo?
- "Daddy! I gotta go potty!!"
- * *You'll arrive automatically if you're just patient and sit through alittle plot development!*

Nothing seems to work in this limousine.

- That's not in the form of a question. ("Thanks, Mr. Trebek!")

Does anything work in this limousine?

- That's better.
- No, at least not in this part of the game.
- * *Not if you're Larry. Look under* ***Patti's Parts*** *(...and wouldn't you like to do just that!) for hints that apply when Patti is in her limousine.*

Is there anything I can find in here?

- Yes, but only one thing, and it's only in one city.
- Keep your eyes open. You may find something on the seat next to you, if you're observant.
- * *When you're in New York City, you'll be able to find a DayTrotter™ on the seat next to you as you ride to the Hard Disk Cafe.*

How do I tell my chauffeur where I want to go?

- If you're going to the airport, you won't need to. The driver knows you're going to the airport.
- Your object is to track down these girls at their familiar locations, right? How would you know where to find them?
- Do you have anything that refers to them?
- Look in their resumés!

* *Open your Inventory window. Click the Inventory window's Eye icon on each of the three resumés. You'll find three things. Select the proper one with the Arrow icon, then click the item on the driver. The driver will take you to the address on the item... if it is in the same city you are!*

Airports and Airplanes

Be sure to also look under each city for Airport and Airplane hints specific to that city.

- Hey! That wasn't a question!!

Huzzah... I've made it to an airport! Now I'm getting somewhere!

- Well, good for you!
- It's nice to see you're so proud of yourself.
* *You've hardly begun. You've still got lots to do. Don't get overconfident.*

Can I go anywhere from this curb outside the airport?

- What kind of game would it be if you couldn't?
- You can go into the airport... and...
- ...you can access the Automatic Ticket Machine (ATM) to the left of the airport doorway. It's that tiny little rectangle right about... there!
* *You can't go to any of the other entrances... the luggage is permanently blocking your way, since the Skycaps are all on strike!*

I'm at the ATM Machine. What can I do here?

- For starters, you can stop calling it an ATM Machine. ATM stands for "Automatic Ticket Machine," so it's redundant to call it an "Automatic Ticket Machine Machine."
- You can get a ticket!
- It works just like your bank's ATM machine machine. (Oops!)
- Click the Hand on the ATM to see a close-up of it.
- Select the AeroDork Gold Card from your Inventory and click it on the slot to the left of the ATM screen. When the destinations appear, click the Hand on whichever destination you want.
* *Punch in the proper code from the AeroDork Travel Folder that*

came in your game box. When the Boarding Pass emerges, click the Hand on it to take it, then click your Hand on the AeroDork Gold Card when it pops out of the slot.

How do I know which destination to select first?

- You don't!
- There's no way to tell in advance which destination to select first.
- * *That's because it doesn't make any difference. Go to any city, in any order you wish. We won't let you go to the wrong place!*

The ATM ate my AeroDork card! Looks like I'm hopelessly stuck now!

- No, but you're hopelessly lazy!
- You've read a hint for a problem that hasn't come up yet.
- * *Mostly because the ATM never eats your AeroDork card. Stop reading hints for nonexistent problems!*

I'm in the Airport Terminal, but I can't find a gate or a plane!

- There is one.
- It's in the center room of the terminal. (Which terminal? Any terminal! AeroDork only hired one architect, then copied his blueprints for every city! That's why they all look alike!)
- Become a member of the exclusive AeroDork Airlines Chartreuse Carpet Club.
- Any AeroDork Gold Cardmember qualifies! Just demonstrate proof of cardmemberholdingship! And maintain your cardmemberholdingshipability!!
- * *Select the Gold Card from your Inventory. Click the Gold Card on that video camera that keeps following you. It's just outside the AeroDork Airlines Chartreuse Carpet Club VIP Lounge door!*

When is my plane going to board?

- Be patient.
- Sit down.
- * *Sooner or later. Just make sure you've got your boarding pass and you're in the VIP lounge.*

Once the plane is officially boarding, how do I get onboard?

- You'll need your boarding pass.
- You'll need to be in the AeroDork Airlines Chartreuse Carpet Club VIP Lounge.
- * *Click the boarding pass on the slot to the right to the door.*

Is there anything I can do onboard the plane?

- You can dream, can't you?
- You might want to snag that magazine in the seat pocket in front of you. It may contain articles of a useful or informative nature!
- It's that small blue triangle hanging off the seat in front of you.

I've landed in a new city, but I'd like some transportation out of the airport!

- You might phone for a limousine.
- ...if you've found a telephone number.
- Read all the advertisements at the top of the three airport terminal walls. Somewhere there's an ad for a limousine rental firm. Remember its phone number.
- * *Now all you have to do is find some change and a working telephone.*

Say, those gals behind the desk are CUTE! I bet they're the ones I'm after!

- Wrong!
- Yes, they are cute, though, aren't they?
- * *Too bad you can't do anything with them.*

I'm done with my three interviews, but I don't know where to go to next.

- Back where you came from!
- Back to PornProdCorp!
- * *When you're done with New York, Atlantic City, and Miami (not necessarily in that order), go back to the airport and get a ticket to Los Angeles. That's where you started from!*

The plane is going to crash!

- We don't use the "C" word around software, okay?
- Well, maybe you can help! (Not help the plane crash–help it **not** crash!)
- * *When the crew asks for volunteers, you'll be led to the cockpit.*

I don't know how to fly an airliner!

- Don't worry. Do whatever you can.
* *Start clicking your Hand icon on various dials and controls, and sooner or later, you'll probably find one that'll do some good!*

The Hard Disk Cafe

New York City, New York

How in the world do I get out of La Guardia?

- Visitors to New York City have been asking that question for years.
- See the question in Airports and Airplanes about getting transportation out of the airport.
* *One of the large ads at the top of the screen will have a phone number you can use to call a limousine.*

Is there anything I need to do before I leave this airport?

- Maybe. Are you all charged up?
- That is, is your camcorder all charged up?
* *If not, use the outlet on the far west wall of the terminal. See General Questions for more information.*

Got any spare change, man?

- No, and don't bother me.
- But maybe you can get some from charity.
* *See the collection canister by the VIP Lounge door? Click your Hand on the canister to get a quarter. That should be all you need!*

All the phones here are broken!

- Welcome to New York City!
- Surely one of them is working!
* *Click your Hand on each of the telephones on the east side of the terminal. One of them works.*

Where do I tell the limousine driver to take me?

- She can't hear you, so you can't tell her anything.
- But you can show her! See the hint in **Larry's Limousine** about communicating with your drivers.

- Select the Napkin from your Inventory. Click the Napkin on your Limousine driver and you're off!
* *The napkin is inside Michelle's resumé; find it by clicking the Eye icon on her resumé while in the Inventory window.*

I'm in the Hard Disk Cafe, but I'm not a member, so I can't get past the Maitre D'...or can I?

- Yes, you can!
- Talk to him.
- Talk to him a LOT.
- Keep talking to him. Sooner or later, he'll give in and punch you up your own membership tape!
* *Or, bribe him with plenty o' dough! (Hey, it worked in Larry3, didn't it?)*

Michelle went into the exclusive Herman Hollerith room, but my membership tape isn't authorized to let me in there!

- The Maitre D' is one answer. Work him some more.
- No, not just talk. Think big time.
- Give him the credit cards you found when you examined the inside of your DayTrotter™.
* *Don't tell me? You forgot to look inside your DayTrotter™?*

Michelle went into the exclusive Herman Hollerith room, but my membership tape isn't authorized to let me in there!

- Isn't that the same question again?
- Yep, but here's another answer: try to adjust the information on your membership tape.
- Look around the lobby. You may find a way to punch a few new holes into your tape.
* *Find the music box. Select your Membership Tape from Inventory and click it on the Music Box. Voila! Instant SuperUser status! Go get her, Larry!*

Michelle is sitting just a few feet away from me! What should I do? What should I say? Oh, I'm so nervous!

- Try an opening line.
- Try a few more.
* *Click the TALK icon on Michelle a few times. Eventually, she'll invite you over for a more intimate conversation!*

I can't seem to get anything going with Michelle. Any tips?

- You did find the DayTrotter™ in the limousine on the way to the Cafe, didn't you?
- Did you look inside the DayTrotter™?
- Give Michelle your DayTrotter™ by selecting it from Inventory and clicking it on her.
- Give her the credit cards you found inside the DayTrotter™.
- * *Give her the cash you found inside the DayTrotter™. Then sit back and relax! Oh, by the way...you did remember to turn on the camcorder, didn't you?*

I didn't get our little lunch session on videotape. What did I do wrong?

- Maybe your battery was down? If so, you could have charged it up back at LaGuardia, using the outlet all the way on the west end of the west terminal.
- Maybe the tapes weren't degaussed? You should have degaussed all three back at PornProdCorp. If you didn't, you blew it big time!
- Maybe you forgot to put a tape into the camcorder?
- * *Maybe you simply neglected to turn the camcorder on. Turn it on sometime during your conversation, but before she makes the booth "a little more private!"*

How do I get back to LaGuardia when I'm done at the Hard Disk Cafe?

- Call the limousine!
- Use the phone that Bertha, that gabby woman, was using when you first entered the cafe...she's done with it now.
- * *I hope you wrote down the number of the limousine service that you got from the ad at LaGuardia! They're the ones who can drive you back to the airport.*

I didn't write down the number of the limousine service on that ad back at La Guardia. What is their telephone number?

- It's at the back of this hintbook, listed under the heading **Important Numbers.**

I'm all through with the Hard Disk Cafe, but Bertha won't let me make a call.

- Then you're not really done at the Cafe, are you?
- You haven't met Michelle Milken.
- * *Read the hints about getting past the Maitre D' and getting into the Herman Hollerith room! You have to "finish" Michelle Milken before you can leave the HDC.*

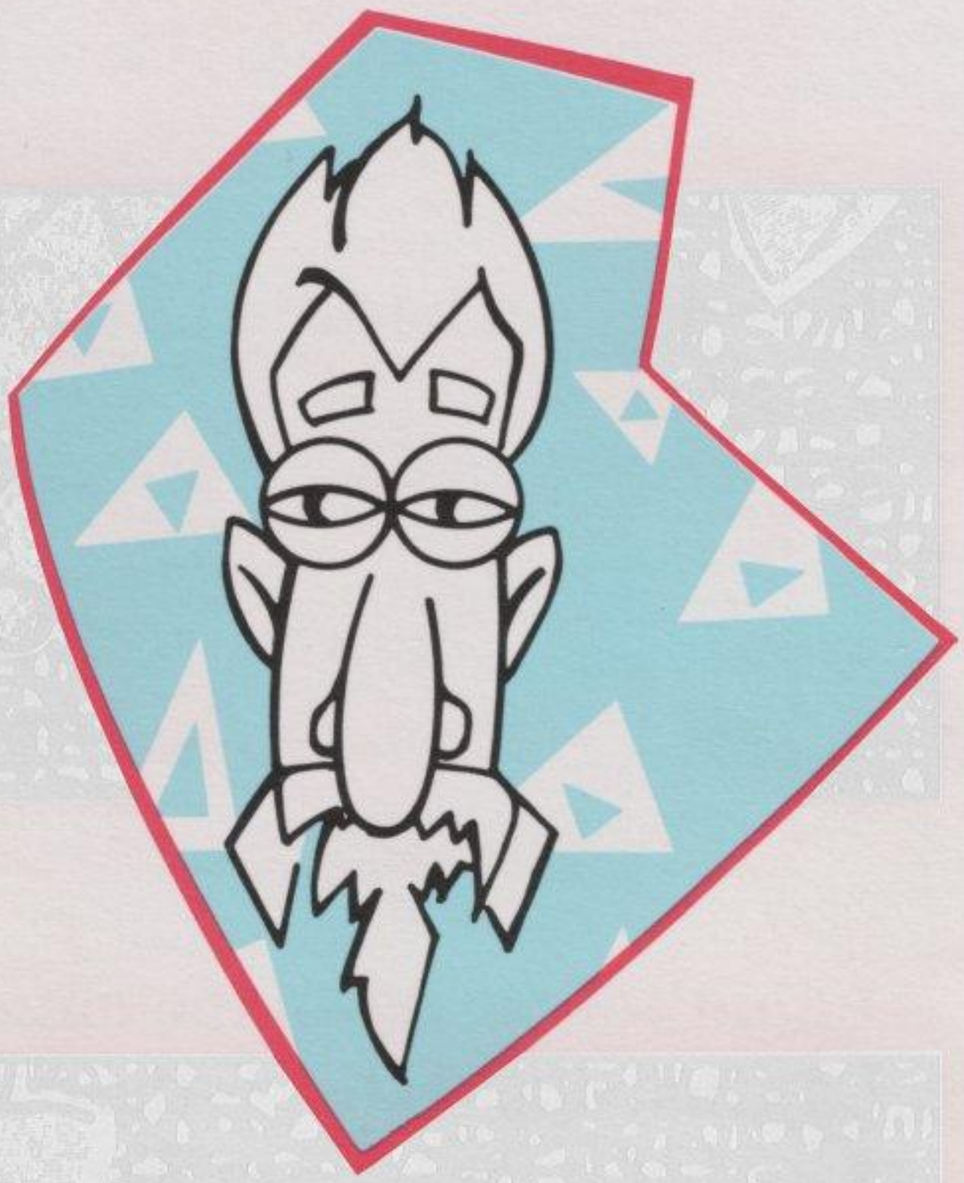
Tramp's Casino and Boardwalk

Atlantic City, New Jersey

I'd like to see more of Atlantic City than just the airport.

- See the question in **Airports and Airplanes** about getting transportation out of the airport.
- Keep looking up; something will occur to you.
- * *One of the large ads at the top of your screen has a telephone number for Tramp's Limousine Service.*

Telephoning Tramp's Limousine Service will require me to make a call. But I'm broke. Again!



- Nobody's broke for too long in Atlantic City!
- Have you looked on the west side of the terminal?
- * *Click the Hand icon on the slot machines, until you find the one in which someone left a quarter.*

How am I supposed to call a limousine when all the phones are broken?

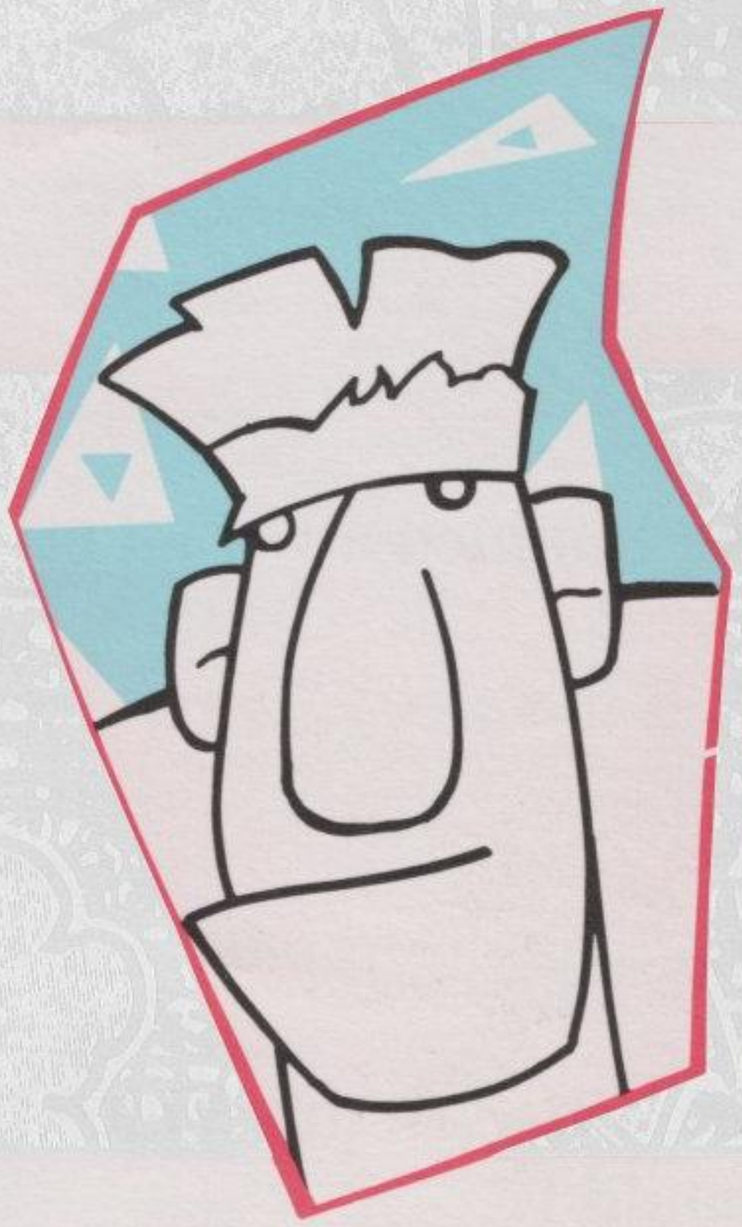
- Who told you all the phones are broken?
- They were wrong.
- * *Click the Hand icon on each phone. One of them will work!*

Is there anything I need to do before I leave this airport?

- Maybe.
- Is your camcorder charged up?
- * *If not, use the outlet on the far west wall of the terminal. See **General Questions** for more information.*

How do I get to wherever it is I'm supposed to be going?

- Once you're in the limousine, it's easy.
- You're supposed to go to the fabulous Tramp Casino.
- See the section **Larry's Limousine** about communicating with the limousine drivers.
- * *Select the Matchbook from your Inventory. Click the Matchbook on your Limousine driver and you're off!*



Where can I find that matchbook?

- Where would you find information about a girl?
- It's in Lana's resumé.
- * *Find it by clicking the eye on her resumé folder.*

I'd love to do some gambling at the Tramp Casino, but I don't have a penny to my name!

- Like many casinos, they'll be more than happy to start you off!
- Just find the right person to talk to.
- Speak to the woman standing outside the Casino entrance.
- Speak to her again. She'll play a little guessing game with you.
- * *Once you've "got her number," head inside and parlay her few coins into a boodle!*

Can I can play any of the games inside the casino?

- You mean (gasp) gambling?!
- Of course you can. This isn't "Leisure Suit Larry 3!" We wouldn't tease you.
- * *Click the Hand icon on any of the unoccupied machines.*

I'm not doing too well at this video poker. What's the secret?

- I'm not telling, because once you know, the whole neighborhood is going to find out.
- You do have to play the video poker game, but you don't have to play fair.
- Remember you're playing a computer game, not a gambling simulator. You might cheat a little.
- All right, already! You talked me into it. Every time you win a few bucks, save your game! When you lose a hand, restore.

* *Need I mention real casinos frown on such behavior?*

I've gambled away all my money! I'm penniless at Tramp's Casino!

- Only temporarily.
- You can get some more Tramp coins and keep gambling, ya know!

* *Return to the change girl in front of the Casino. Play her guessing game again. Any time you're broke, you can go back to her for another round!*

Gee whiz, Al, this Video Poker game is great! I could play all night! Should I?

- Thanks, I'll tell Brian Hughes you like it. Okay. Sure, knock yourself out.
- On the other hand, should you want to get on with the adventure part of this game, you can stop whenever you have about 750 Tramp bucks.

* *You can get by with only 500 Tramp bucks, but you'll have to be clever to do everything you need to do in Atlantic City with that small amount.*

How long is this Boardwalk?

- Truth? If your monitor is about 12" wide, about 7 miles.
- Seriously!

* *There are over 30,000 screens. All different; yet remarkably similar!*

Am I supposed to try to rescue the volleyball player?

- Yes.
- But only if she looks like she's drowning.

* *And only if you're playing "Codename: Iceman" instead of "Leisure Suit Larry 5."*

Is there anything I need on the Boardwalk?

- No, but there's something you need in one of the stores on the Boardwalk!
- Walk far enough down the Boardwalk and you'll come to Ivana's Skates, Etc. Head on in.
- * *You'll want to rent a pair of roller-skates, which will cost you about 250 Tramp bucks.*

I know Lana's around here somewhere, but I just can't find her!

- She can usually be found skating somewhere on the Boardwalk.
- To find her, rent some skates at Ivana's. Put them on outside. Skate around until you find her.
- * *Talk to her, or skate close to her. When you're looking into her eyes, talk to her a lot.*

Where is that roller-skate rental place?

- It's on the fourth screen from Tramp's casino.
- * *It's called Ivana Skate (get it?).*

How do I get these #)(@#$)&%? skates on??

- Hey, this is a family hint book!
- Ivana won't let you put them on in her store. Find a place outside.
- * *Outside on the Boardwalk, select the Skates icon in your Inventory window. Click the roller-skates on yourself. Click the Walk icon on the Boardwalk to get up and start skating.*

How do I get these $#@()@#! skates off?

- What did we tell you about gutter language?
- Take them off the same way you put them on.
- * *You'll notice that the skates are still in your Inventory. Select them and click them on yourself... you'll skate over to the bench, sit down, and remove them.*

How do I get my deposit back from Ivana?

- Give her back her property.
- Remove your skates, then walk into her shop.
- Select the skates from Inventory and click them on her to give them back to her. She'll give you back part of your money, after she's assessed the damage you've done.

* *If you gave her the Camcorder instead of Tramp Silver Dollars, she'll give you that back... meaning the skate rental cost you absolutely nothing!*

"Help! I'm swimming, and I can't get up!"

- Wattsamatter, didn't you pay attention during your swimming lessons?
- Swim to the left.
* *Eventually you'll swim up onshore by the Tramp Casino. Next time, don't walk so close to the edge of the Boardwalk! By the way, you'll have to swim west one screen for every screen you walked east on the boardwalk.*

Lana doesn't seem to acknowledge me. Is it my breath?

- First, you have to be on skates.
* *Second, when you find her, skate close to her or talk to her.*

I'm talking to Lana, but she doesn't seem interested in me.

- When you bump into her, she'll sit down with you on the bench. Right?
- Talk to her by clicking the Talk icon on her.
- Talk to her again.
- And again.
- And again and again.
* *Eventually, she'll invite you to the big Tramp Casino Mud Night Madness mud wrestling show. Agree to meet her there. It's your big chance to "make the grade!"*

The bouncer won't let me enter the Ballroom in the Casino!

- Waddidya think, it was free? There's a slight cover charge for the show, you know!
- It'll cost you $25 in Tramp coins to watch.
- If you've met Lana, he'll also allow you to participate in the show if you have $500 in Tramp coins!
* *Select the Tramp Coin icon from Inventory and click it on the Bouncer.*

I can only watch Jennifer Jiggle in the Ballroom!

- There's worse problems to have than being able to watch Jennifer Jiggle!
- Go skating first, so you can meet Lana.
- * *After Lana invites you to the Mud Night Madness mud wrestling, you'll get quite the different show!*

Lana just stands ankle-deep in mud, deriding my manhood.

- Did you only agreed to watch? Did you only pay the Bouncer $25?
- You must pay the bouncer $500. If you don't have it, go back out into the Casino and gamble until you do!
- * *Go back into the Ballroom, pay your $500, and sit down. After Lana enters the ring, walk to the edge of the ring!*

I'm getting down and dirty in the mud with Lana, but there's body parts all over the screen! What am I supposed to do about that?

- Those aren't just any body parts (or is that "anybody's parts"), they're Lana's!
- C'mon, give her a taste of her own medicine!
- It's almost an arcade game, but it's not! Move the Hand cursor around the screen as quickly as you can to "grab" those body parts! This kind of thing can lead to bigger and better things (or so you hope!).
- * *I made it just keep getting slower and slower, so no matter how bad your arcade skills are, or how fast your computer is, eventually you'll get what's coming to you!*

I didn't get our little mud tussle on videotape. What did I do wrong?

- Was your battery charged? If not, you could have charged it at the Atlantic City airport, using the outlet all the way on the west wall of the west wing of the terminal.
- Was your tape degaussed? You should have degaussed all three tapes when you were back at PornProdCorp. If you didn't, you'll never be able to record anything!
- Did you forget to put a tape into your camcorder?
- Maybe you simply neglected to turn the camcorder on. Turn it on when you first sit down in your ringside seat, just before Lana comes out to perform!
- * *Nobody ever said working for America's Sexiest Home Videos was simple!*

I'm done in Atlantic City, I think! How do I get back to the Airport?

- You don't need a telephone to call a limousine.
- A classy place like Tramp's has limousine service waiting for you.
- ...if you speak to the right person.
- * *If you're sure you're finished at Atlantic City, click the Talk icon on the doorman standing just to the right of the entrance to Tramp Casino.*

I have this nauseating feeling I forgot to do something in Atlantic City.

- Maybe it's the food?
- Maybe you forgot to reclaim your camcorder at Ivana's, or return your skates?
- * *Maybe you forgot to turn on the camcorder and get footage of your Mud Night Madness wrestling?*

Doc Pulliam's Dental Hygiene Heaven
Miami, Florida

I want out of this airport. It's full of depressing references to very old people and drug addicts.

- See the hints in **Airports and Airplanes**, above.
- Limousine service is available if you read the ads overhead.
- But you must have a quarter.
- * *And you must find a working phone.*

Buddy, can you spare a quarter (or two)?

- Yes, there are two quarters to be found in this airport.
- But you'll have to stick your finger into a tight, dark location! (A feeling not wholly...)
- * *Click the Hand icon on the coin return of the cigarette vending machine on the west side of the terminal.*

There's got to be a phone I can use here somewhere!

- See the hints in **Airports and Airplanes**, above.

I don't have the money to pay the company I just called!

- Don't worry about paying the limousine company. They proudly accept AeroDork Gold!
- * *What about "Just Green Cards?" Don't worry. They trust you!*

Where do I find what I just purchased over the phone?

- Weren't you listening?
- They said they'd leave it outside the airport, on the garbage can.
- * *The garbage can outside is between the door and the ATM!*

Where should I tell the limousine driver to take me?

- Carefully examine your Inventory. Do you have a Miami address?
- Look through the resumés. There should be something in one of them that gives you a Miami location.
- * *Use the Inventory window's Eye icon to look inside Chi Chi Lambada's resumé. You'll find Doc Pulliam's business card. Click his card on the limousine driver and she'll be happy to drive you there!*

Hey, I bet I can find Chi Chi in that Gym-Dandy Gymnasium! How do I get inside? The door's locked!

- You can't get in by yourself.
- But someone will be pleased to help you.
- * *Only Chi Chi can let you in; concentrate your efforts on finding her.*

The only appointment I can get at Doc Pulliam's is months from now! I hope this game doesn't play in real time! How do I get in to see Chi Chi?

- Could you convince the receptionist you have an urgent dental problem?
- How do you know when someone has an obvious toothache?
- Find something to wrap around your head.
- There's a doily on the table in the lower right corner of Doc's waiting room.
- * *Select the doily from Inventory and click it on your head. Click the Talk icon on the receptionist to show her your achin' head!*

That Chi Chi is a knockout! But how can I get her to, uh, err, you know... like me more?

- Chi Chi has the capacity to be very, very grateful.
- But she's not working here legally. What could she use to help her status?
- Give her the Green Card! She'll be happy to show you her gratitude (among other things)!

* *Green card? What green card? (See next question!)*

What's that you say? She wants what? I don't have one of those!

- Did you explore the airport thoroughly?
- In particular, did you read all the advertisements?
- Did you make two phone calls?
* *Check the overhead ads at the airport more carefully.*

I didn't get our gymnastics session on videotape. What did I do wrong?

- Was your battery charged? If not, you could have charged it at the Miami airport, using the outlet all the way on the west wall of the west wing of the terminal.
- Was your tape degaussed? You should have degaussed all three tapes when you were back at PornProdCorp. If you didn't, you'll never be able to record anything!
- Did you forget to put a tape into your camcorder?
- Maybe you simply neglected to turn the camcorder on. Turn it on before she drags you downstairs and teaches you the Lambada!
* *Nobody ever said working for America's Sexiest Home Videos was simple!*

Where's my limo? I'm ready to go back to the airport! How do I arrange transportation?

- Are you positive?
- Are you absolutely sure?
- Al right, then go back upstairs to the Dentist's office and use the phone. It's sitting on a table on the left.
* *Call the number of the same limousine service you called to get here from the airport!*

F.B.I. Headquarters

Washington, D. C.

Commander Twit is just standing there, watching me. What do I do here?

- He's waiting to see if you have an interest in his Lab.
- Explore the area.
- * *In particular, click the Eye icon on the workers in the area. When they've demonstrated their latest projects, move to the right and do the same.*

Should I copy down all this information Commander Twit is giving me?

- Use your instincts.
- What do you honestly think?
- * *What kind of sleuth will you make? Yes, of course!*

I've been fitted with a "Safety First Field Locator Device" but now the lab is deserted.

- Do a little more exploring.
- There are several items you could use.
- Find the DataMan™ and the two DataPaks sitting on the counter near the computer.
- Find the Hooter Shooter armor-piercing brassiere.

The sonic transducer is causing my "Safety First Field Locator Device" to tingle and vibrate.

- You should be so lucky.
- Well — this is a stimu– er, ah, simulation!
- There's no sonic transducer! You're just reading this clue to see what titillating (so to speak) information we would give you.

* Okay, here goes:*At the point in the game where Dr. Phil Hopian (get it?) fits you with the "Safety First Field Locator Device" Josh Mandel wanted me to insert (um) the line, "In Her Majesty's Secret Cervix." But I couldn't figure out a tasteful phrase. So I'm telling you now just so you can share it with your friends who appreciate puns! Pretend you made it up and be a big hit!*

Okay, am I done here yet?

- As long as you have the phone number Commander Twit gave you.
- And the Hooter Shooter.
- And it would help to have the DataMan™ and the two DataPaks, though it's not strictly necessary.
- All right, you may go.
* Dismissed!

Patti's Limousine

How do I tell Bobby where to take me?

- You don't tell him, you show him.
- Show him your DataMan™ once you've inserted a DataPak.
* *Or, show him a fax from Desmond.*

I'd like to use my DataMan™ but can't.

- In your Inventory window, select a DataPak™ and click it on the DataMan™. Then select the DataMan™ from Inventory. Click the DataMan™ on Bobby. He'll read it and take you to the address shown on its LCD readout.

May I receive and send faxes?

- You can't send them.
- But you can receive them.
- Telephone Desmond using the limo's cell phone. (You did write down that number Twit told you, didn't you?)
* *You can only receive a fax if you don't have the DataMan™ and both DataPaks! (If you have them, you don't need a fax, since they contain duplicate information.)*

I left the F.B.I. without getting the information and addresses I need for my investigation. What do I do now?

- How could you get the information you need from Desmond?
- Call him on the limo's cell phone.
- You'll request the faxes.
- * *Call the number Commander Twit gave you.*

Can I use the phone?

- Yes, you can.
- May I use the phone?
- Yes, you may.
- * *Call Desmond using the number Commander Twit gave you.*

Who should I investigate first?

- What kind of F.B.I. agent are you?
- * *It doesn't matter.*

Is there anything in this limo that I need?

- Yes.
- There's something you can use in the course of your investigation.
- * *Grab the bottle of warm champagne at the left end of the rack of liquor.*

The fish is making rude comments about my perfume.

- He should talk.
- Never mind him, he's sloshed.
- You have got to stop reading spurious hints like this one. They won't help you at all, they'll just distract you from the important matters at hand.

"K-RAP RADIO"

PHILADELPHIA, PENNSYLVANIA

How did I get here?

- Don't you know? Don't tell me*you've* got amnesia, too?
- You showed the K-RAP fax to Bobby, your limousine driver.
- * *Or, you showed Bobby your DataMan™ with its P. C. Hammer DataPak™ inserted.*

I'm outside of K-RAP. What a tiny building! This should be a cinch.

- If it's such a cinch, why are you reading this hint?
- Appearances can be deceiving.
- * *K-RAP is built into the side of a mountain. Just wait 'till you go inside! There's much more there than meets the eye-con!*

How do I get into Mr. Krapper's office?

- The receptionist won't let you in, so don't wait for her.
- You must have the correct access code for his office door.
- Fortunately, you have it in your possession!
- Have you examined closely your K-RAP information? While in the Inventory window, look at the fax or the DataMan™ with the K-RAP DataPack inserted. You'll see the access number.
- Enter that access number into the keypad beside his door.
- * *Click your Hand icon on the little control panel beside John Krapper's office door.*

I'm inside Krapper's office. It sure is swank! But what am I looking for?

- Evidence, remember?
- Scout around; all the evidence is inside his locked desk.
- * *Find a way to unlock his desk.*

I can't leave! The receptionist will blow my cover!

- You'll have to sneak out another way.
- But you can't do so until you've collected some evidence for Desmond, back at F.B.I. HQ.

How do I open John Krapper's desk?

- There are two ways.
- Pick the lock or open it with the correct key.
- To pick it, take the letter opener from the desk, then click it on the desk to pick the lock.
- To find the key, look carefully around the room.
- * *The key is hidden in the humus of the tree in the upper right corner of the room.*
- * *Click the Hand icon on the base of the plant to find the key, then click again to pick up the key. Select the key in Inventory, then click it on the desk.*

What do I need from John Krapper's office?

- An access code that will admit you to another area of K-RAP.
- Unlock the desk, open the drawer and look inside.
- First you'll find a blue stickum with a number on it. Write it down!
- Then, examine the desk further.

* *This time you'll find a filing folder filled with incriminating evidence!*

Why can't I remove that evidence from John Krapper's office?

- Don't you think he'd notice his things missing?
- Didn't your Mother teach you to put away your toys when you're done playing with them?

* *Return all the objects where you found them.*

How do I get outta here? I can't go the way I came in, and there doesn't seem to be any other exit.

- There is an exit, but it looks like something else.

* *That shower in his bathroom is really a glass elevator.*

* *Use the showervator to descend out of his office.*

I'd love to take a shower, but the game thinks I'm not dirty!

- You don't really need a shower until you're visibly dirty.
- Like everyone else, Krapper has a little trouble now and then with his equipment. (Office equipment, silly!)
- Try his photocopier.
- It's on the wall, under his bookcase.
- Use his photocopier to copy the filing folder you found in his desk drawer.

* *Select the folder of evidence from Inventory, click it on the copier to photocopy it, then put the originals back in his desk. Now you're dirty, and you have a good excuse to use the shower!*

* *Go through the door on the left. Click your Hand on the shower.*

I'm buck naked at the bottom of the elevator and without my Inventory, too! What shall I do?

- Go back upstairs.
- Oh, right... sorry. You can't do that. Better stay downstairs.

* *There's a fresh change of clothes right next to the elevator. Click the Hand icon on the clothes to wear them.*

Since I'm missing my clothes and everything in my Inventory, shall I restore to an earlier game? Should I find another way to handle that shower?

- Nope.

I can't go upstairs and I can't find an exit. I'm down among the studio doors, but they're all locked. Now what?

- You can open one — and only one — of the doors down here.
- It's the door to Control Room B, on the far side of the large sculpture...on the screen to the right of the big sculpture.

I've found Control Room B, but I just can't get into it.

- The access code was upstairs.
- * *It was on a little blue stickum, inside Mr. Krapper's desk upstairs.*

I'm inside an empty control room. Is there anything to do in here?

- You betcha! You can gather all sortsa nasty evidence against P. C. Hammer and "2 Live 2 Screw."

Exactly how do I gather evidence while in this control room?

- "2 Live 2 Screw" is conveniently discussing illegal activities in one of the other studios.
- Record their conversation.

I have no tapes that fit these recorders.

- * *There is a shelf full of reel-to-reel tapes in the center of the rack on the far wall.*

My tape won't fit on these machines. It says "your hole is too small for their massive spindles!"

- The tape deck you're looking for is located in the lower left corner of the studio.
- Click the Hand icon on the mixer (the console area to the right, below the window) until you find the proper input channel to record.
- Click the Hand icon on the reel-to-reel tape deck to begin recording the evidence.
- Don't forget to take the tape with you.
- Click the Hand icon on the reel-to-reel recorder to stop recording, rewind the tape, and remove it.

P. C. Hammer locked me in here! How do I escape?

- Have you looked carefully at all the equipment in here?
- There's a microphone over the mixing board.
- Look at it.
- Make sure the volume is loud enough to do some damage!
- Do your Ella Fitzgerald imitation.
- Click the Hand icon on the mixer until the sound pressure levels in your control room are at the ear-splitting level.

* *Click the Talk icon on the microphone. Shatter the control room glass and escape to your limo!*

"DES REVER RECORDS"

BALTIMORE, MARYLAND

How did I get here?

- You poor dear, you blocked out the whole ugly scene, didn't you?
- You showed Bobby the limousine driver your Reverse Biaz fax.

* *Or, you showed him your DataMan™ with the Reverse Biaz DataPak™ inserted.*

I'm inside the magnificent Shill Building, but I can't seem to get the elevator to work.

- You can't.
- But someone else can.
- It's under the control of the sleepy guard. He can summon the elevator for you.
- The guard is sleeping and won't cooperate.
- You'll have to be persistent and clear.
- First, talk to him. That should wake him up momentarily. Now tell him where you want to go.
- Pretend he's a limousine driver!
- Once he's awake, show him the Reverse Biaz fax or the DataMan™ with the Reverse Biaz DataPak™ inserted. He'll call the elevator for you.

* *Another way is to look at the building directory all the way on the left side of the screen. Then click the Talk icon on the sleeping guard twice.*

I'm in the lobby of des Rever Records, and I can see Reverse Biaz behind a pane of glass. Should I just waltz on over there?

- It can't hurt to try.
- Just click the Walk icon on the floor in front of the doorway next to the window.
- However, there are certainly other things to be done in this big, fancy, empty lobby!
- * *And you'd better do them now, because nce you meet Reverse Biaz, you'll need to make a quick getaway.*

I finally got myself a Gold Record! Now what do I do with it?

- It has important evidence on it.
- How would you find evidence on a record?
- Right! Listen to it on a stereo.
- * *Click the Eye icon on the stereo that's just beneath the Gold Record.*

Just what evidence should I find on the Gold Record?

- Play it in both forward and reverse to hear the subliminal messages!
- * *Play it at both 33-1/3 and 78-rpm speeds.*

How do I operate the stereo?

- Click the Hand icon on the stereo to get a close-up.
- Use the Eye icon on each of the buttons to see what they do.
- Put the Gold Record on the turntable by selecting it from Inventory and clicking it on the turntable.
- Start the record spinning by clicking the Hand icon on the appropriate button. Click the Hand icon on the tonearm to place it on the record.
- When you are sure you've heard all you need to hear, press the reverse button and play the record backwards.
- Click the Hand icon on the 78 button to listen to the record at 78 RPM backwards!
- Click the Forward button to hear it at 78 r.p.m. forwards.
- Press the Stop button and wait for the turntable to stop spinning.
- * *Take the Gold Record with you!*

Reverse Biaz obviously expects me to do something in this recording studio, but I have no idea what.

- You didn't listen to your cover story, did you?
- You're supposed to be filling in for a studio musician.
- * *Play the large synthesizer in the left center of the room. Click your Hand icon on it.*

I'm trying to make this gig happen, but I know nothing of music, let alone improvisation! Will I blow my cover?

- Not to worry, Uncle Al has it all taken care of. Just do your best.
- The first two takes will be washouts. Don't worry about it! Just have fun clicking your Hand everywhere along the keyboard.
- * *Through the miracle of the Al Lowe Magic Home Synthesizer Course, by your third try, you'll be performing like a virtuoso!*

I'm in the Control Booth with Reverse Biaz! But I can't get any hard evidence.

- There are two ways to get some evidence from Reverse Biaz.
- One of them is to simply do what comes naturally!
- When you're with Reverse in the Control Room, click the Zipper icon on him and let nature take its course!
- Another way is to just talk and talk and talk to him.
- * *But the best way is to select the Champagne Bottle from Inventory and then click the bottle on Reverse Biaz.*

I have a cassette from Reverse Biaz, but why do I think I could have gotten even more evidence of his scurrilous activities?

- Maybe you're suspicious by nature.
- Maybe you played through the game and heard yourself say thatyou couldn't find any evidence in des Rever Records' outer office.
- * *Maybe you should have taken the Gold Record off the wall andplayed around with it.*

At The White House

This is a long sequence! Is there anything for me to do here?

- Yep.

* *In fact, when the time comes, you must!*

Uh-oh! I'm being held at gunpoint! What to do, what to do?

- Something you've been waiting to do since the game started!
- You do have your Hooter Shooter, don't you?

* *Select the Hooter Shooter from Inventory and click it on Julius Bigg!*

hen You're Finished

WARNING! Don't read this section until you've already finished the game. It may tip you off to things you don't want to know about unless you've seen the ending.

Important Numbers

Note: Discovering these numbers is a way to earn points! If you don't bother to find these numbers in the game, you'll lose out on a lot of points and fabulously amusing text! Some of these numbers are important. Some aren't. It's up to you to find out!

The F.B.I.	556-2779
Patti's Computer Account Number	BB-30,7
Patti's E-mail Number	65493756
Patti's Agent Number	88
The Tramp Limousine	553-4468
New York City Limousine	552-4668
North Beach Limousine Service	554-8544
Dr. Pulliam's	554-3627
Just Green Cards	554-1271
Access Code for Mr. Krapper's Office	45954
Access Code for Control Room B	random from game to game!

Have you tried...

Using the Boom Box in the Tape Room at PornProdCorp?
Using the Water Cooler in the lobby of PornProdCorp?
Clicking the Hand on the statue outside of PornProdCorp?
Walking up to the counter at the Airport, then, after both girls have walked off, walking right to the next screen?
Sitting in the chair in the VIP Lounge?
Reading the AeroDork Magazine for a clue to the Hard Disk Cafe?
Calling Dr. Pulliam's Office from the Limousine or the Airport?
Clicking the Hand icon multiple times on Chi Chi's button?
Walking off the near edge of the Boardwalk?
Watching the show at the Tramp Casino before you meet Lana?
Giving the Pocket Protector Camcorder to Ivana as collateral, instead of paying $250 for the skates?
Using both your Zipper and the Champagne as well as talking to Reverse Biaz as ways of getting evidence?
Looking at all the laboratory personnel at the F.B.I. Lab?
Looking at all the company names in the Shill Building Directory?
Clicking every Inventory objects on every other Inventory object?
Watching the credits until the very end? (Especially if you have a SoundBlaster, Thunderboard, or a ProAudio Spectrum card!)

LARRY'S OBJECTS

OBJECT	WHERE FOUND	WHERE USED
Pocket Protector, Camcorder	Beginning of game	Doc Pulliam's, Casino, HDC
Battery Recharger	Your room at PornProdCorp	PornProdCorp, airports
Three Videotapes	Your room at PornProdCorp	Doc Pulliam's, HDC
AeroDork Gold Card	File room at PornProdCorp	Outside of all four airports
Three Finalists' Resumés	File room at PornProdCorp	Inventory window only
HDC Napkin	Michelle Milken's Resumé	Limousine
Tramp Casino Matchbook	Lana Luscious' Resumé	Limousine
Doc Pulliam's Card	Chi Chi Lambada's Resumé	Limousine
AeroDork Magazine	Airplane Seatback Pocket	Read it anywhere
DayTrotter™	New York Limousine	Limousine, Hard Disk Cafe
Credit Cards	Inside DayTrotter™	Hard Disk Cafe
Cash	Inside DayTrotter™	Hard Disk Cafe
A Quarter	Canister at NYC Airport	Airport Telephone
Two Quarters	Cigarette Machine in Miami	Airport Telephone
A Quarter	Slot Machine at Airport	Airport Telephone
HDC Membership Tape	Hard Disk Cafe Lobby	Hard Disk Cafe Lobby
Doily	Dr. Pulliam's Office	Dr. Pulliam's Office
Tramp Silver Dollars	In front of Tramp Casino	Tramp Casino, Ivana's Skates
Roller-skates	Ivana's Skates	Boardwalk

PATTI'S OBJECTS

OBJECT	WHERE FOUND	WHERE USED
Hooter Shooter	F.B.I. Lab, west screen	White House Banquet
The DataMan™	F.B.I. Lab, east screen	Limo, Shill Building Lobby
DataPak™ #1 (Reverse Biaz)	F.B.I. Lab, east screen	Limo, Shill Building Lobby
DataPak™ #2 (P. C. Hammer)	F.B.I. Lab, east screen	Limo, Shill Building Lobby
Fax #1 — Reverse Biaz	Limousine	Limo, Shill Building Lobby
Fax #2 — P. C. Hammer	Limousine	Limo, Shill Building Lobby
Letter Opener	Mr. Krapper's Office	Mr. Krapper's Office
Desk Key	Mr. Krapper's Office	Mr. Krapper's Office
Folder of Evidence	Mr. Krapper's Office	Mr. Krapper's Office
Photocopies	Mr. Krapper's Office	Mr. Krapper's Office
Spare Clothes	K-RAP Lowest Level	K-RAP Lowest Level
Reel-to-Reel Tape	Lowest Level, Control Rm. B	Lowest Level, Control Rm. B
Gold Record	des Rever Records' Lobby	Desmond Debriefing
Champagne Bottle	Limousine	des Rever Control Room
Cassette of Evidence	des Rever Control Room	Desmond Debriefing

DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
Wear Hooter Shooter		5		anywhere
Remove Hooter Shooter	-5			anywhere
Plug in Recharger		8		any electrical outlet
Put Camcorder In recharger		3		any electrical outlet
Unplug Recharger		1		any electrical outlet
Read AeroDork Magazine		5		anywhere
Open MM's resumé		1		anywhere
Open LL's resumé		1		anywhere
Open CC's resumé		1		anywhere
Put Tape In Camcorder		4		anywhere

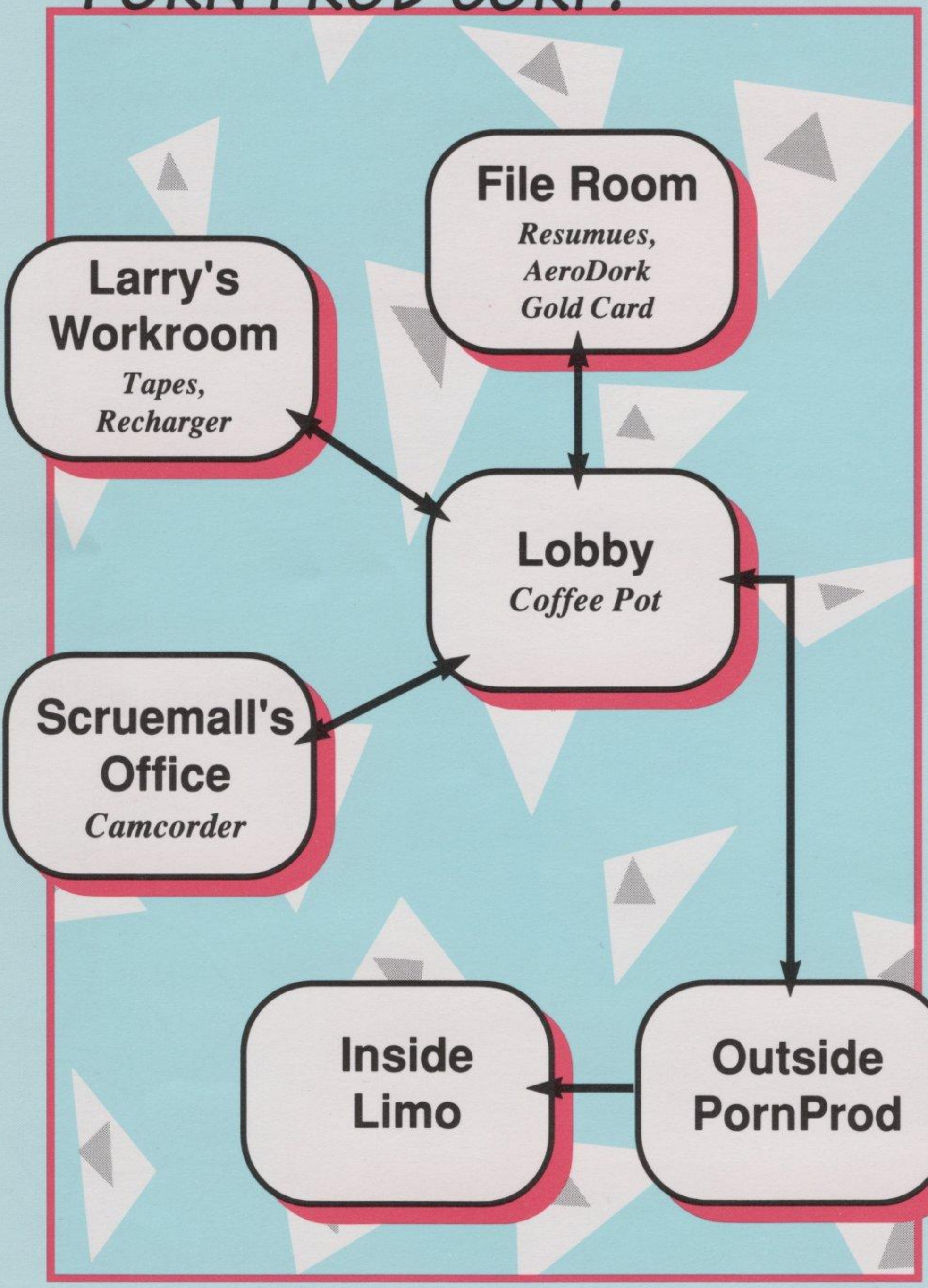
DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
Start Camcorder		4		anywhere
Open DayTrotter™		11		anywhere in NYC
Insert DataPak™ in DataMan™		7		anywhere
Look at Bra		2		anywhere
Look In Krapper's Folder		4		anywhere
Read Doc's Phone Number		1		anywhere
Got KRAP Keypad Code		1		anywhere
Take Coffee Pot		1		Porn Prod Corp
Get Camcorder		1		Porn Prod Corp
Drink from Water Cooler		1		Porn Prod Corp
Look at Bronze Award		1		Porn Prod Corp
Sterilize Your Hands		1		your workroom
Listen to Your 8-track tapes		5		your workroom
Get Camcorder Recharger		8		your workroom
Get Camcorder Videotapes		6		your workroom
Degauss Videotapes		2	4	your workroom
Get AeroDork Card		5		your workroom
Get three Resumés		8		file room
Look at Statue		1		outside PPC
Take DayTrotter™		12		limousine
Take Champagne		6		limousine
Tell Limo Driver Destination		8		limousine
Take Green Card		12		outside Miami airport
Pull Slot Machine Handle		5		airport waiting room
Find Quarter in Cig. Machine	5			airport waiting room
Find Checker Limo Ph #		1		airport waiting room
Get Quarter from Charity Can		5		airport waiting room
Enter Chartreuse Lounge		9		airport waiting room
Find Green Card Ph #		1		airport waiting room
Find Tramp Limo Ph #		1		airport waiting room
Call Checker Limo		3		airport waiting room
Call Miami limo service		3		airport waiting room
Call Tramp Limo		3		airport waiting room
Call for Green Card		7		airport waiting room
Find Miami limo PH #		1		airport waiting room
Use Boarding Pass		7		Cartreuse Lounge

DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
Take AeroDork Magazine		8		airplane
Save Airplane		100		airplane
See Hooter Shooter Demo		3		F.B.I. lab
See Vibrator Demo		3		F.B.I. lab
Take Brassiere		6		F.B.I. lab
Get F.B.I. Phone Number		1		F.B.I. lab
See Flatulence Demo		3		F.B.I. lab
Get DataMan™		5		F.B.I. lab
Get Biaz Information		13		F.B.I. lab
Get Hammer Information		13		F.B.I. lab
Fire Bra At Mr. Bigg		100		White House
Take a Leak outside HDC		1		outside HDC
Get HDC MembershipTape		3		HDC lobby
Upgrade Tape to Hyatt			12	HDC lobby
Upgrade Tape to SuperUser	5			HDC lobby
Remove Membership Tape		4		HDC lobby
Call Checker Limo from HDC		2		HDC lobby
Enter Hollerith Room as Hyatt			12	HDC
Enter Hollerith Room as Laffer	8			HDC
See Michelle walk by		3		Hollerith Room
Talk to Michelle	5			Hollerith Room
Give Michelle DayTrotter™			5	Hollerith Room
Give Michelle Credit Cards		5		Hollerith Room
Give Michelle Cash		5		Hollerith Room
Michelle Milken		40		Hollerith Room
Record Michelle		20		Hollerith Room
Show Guard DataMan™	6			Shill Lobby
Show Guard Fax			6	Shill Lobby
Saw Biaz's Office in Directory		3		Shill Lobby
Get Gold Record		12		des Rever office
Hear 33 message		3		des Rever office
Hear 33 reverse message		3		des Rever office
Hear 78 message		3		des Rever office
Hear 78 reverse message		3		des Rever office
Record Synth Solo		8		des Rever studio
Give Biaz Champagne			18	des Rever control room

DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
Zipper Biaz	10			des Rever control Rm.
Talk to Biaz	16			des Rever control Rm.
Get Cassette Tape from Biaz		40		des Rever control Rm.
Get money from Change Girl				outside Tramp's
Have Doorman Get Limo		2		outside Tramp's
Play Poker		4		Tramp's
Pay Bouncer		12		Tramp's ballroom
See Jennifer Jiggle jiggle		8		Tramp's ballroom
Lana Luscious		40		Tramp's ballroom
Record Lana		20		Tramp's ballroom
Meet Lana		6		Tramp's boardwalkPut On
Roller-Skates		3		Tramp's boardwalk Talk To
Lana		2		Tramp's boardwalkGet Skates
With Camcorder			8	Ivana's Skates
Get Skates With Money		4		Ivana's Skates
Return Skates		3		Ivana's Skates
Enter Krapper's Office		1		Krapper's Office
Get Letter Opener		4		Krapper's Office
Pick Lock on Krapper's Desk		5		Krapper's Office
Open Krapper's Desk	4			Krapper's Office
Look in Krapper's Desk		5		Krapper's Office
Get Desk Key from Potted Plant		10		Krapper's Office
Unlock Krapper's Desk		13		Krapper's Office
Get Folder from Desk		5		Krapper's Office
Look Inside Folder	5			Krapper's Office
Make Copies of Folder			12	Krapper's Office
Take A Shower			7	Krapper's Crapper
Wear Hammerpants		1		KRAP basement
Get Blank Reel-to-Reel Tape		4		KRAP basement
Hear "2 Live 2 Screw"		8		KRAP basement
Record "2 Live 2 Screw"		4		KRAP basement
Get Recorded Tape		7		KRAP basement
Shatter Glass		15		KRAP basement
Take Doily		5		Doc Pulliam's
Use Doily to See Chi Chi			17	Doc Pulliam's
Wear Doily		8		Doc's waiting room
Phone Doc	13		13	Doc Pulliam's

DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
Complete Receptionist's Survey		13		Doc Pulliam's
Pop Chi Chi's button		2		ChiChi's cubicle
Use Green Card			15	ChiChi's cubicle
Talk to Chi Chi	5			ChiChi's cubicle
Chi Chi Lambada		40		ChiChi's gym
Record Chi Chi		20		ChiChi's gym
Sub-totals	81	868	132	
Total Score		1000		

PORN PROD CORP.



Aboard AirPlane
Magazine

Chartreuse Carpet Lounge

ALL AIRPORTS

West Lobby
Quarter

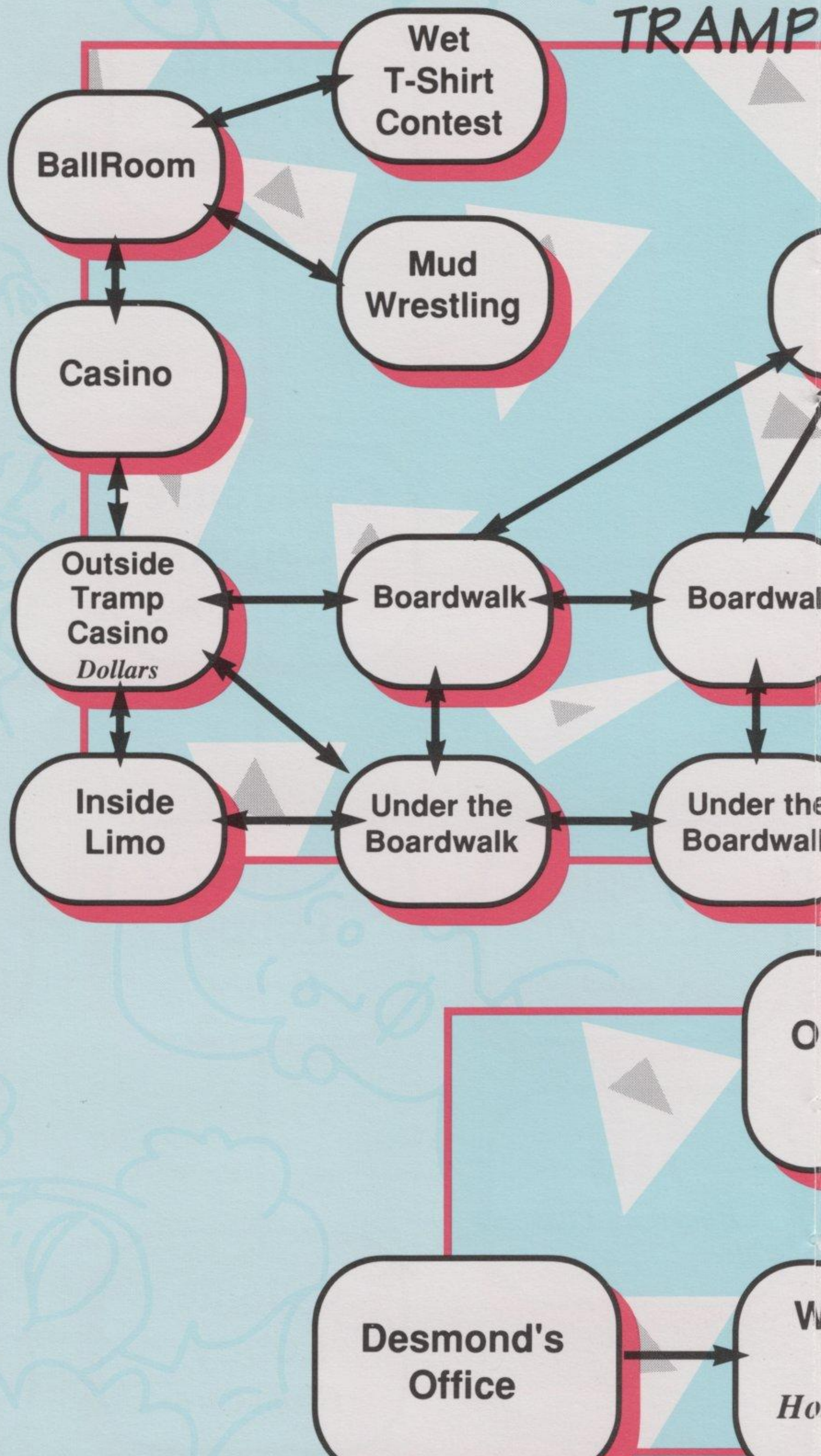
Center Lobby
Quarter

East Lobby

ATM
Boarding Pass

Outside Lobby
Green Card

Inside Limo


TRAMP
Wet
T-Shirt
Contest
BallRoom
Mud
Wrestling
Casino
Outside
Tramp
Casino
Dollars
Boardwalk
Boardwal
Inside
Limo
Under the
Boardwalk
Under the
Boardwal
Desmond's
Office

CASINO

Lana

Ivana's Skates
Skates

k

Boardwalk

Boardwalk

Boardwalk

e k

Under the Boardwalk

Under the Boardwalk

Under the Boardwalk

FBI

utside FBI
Limo

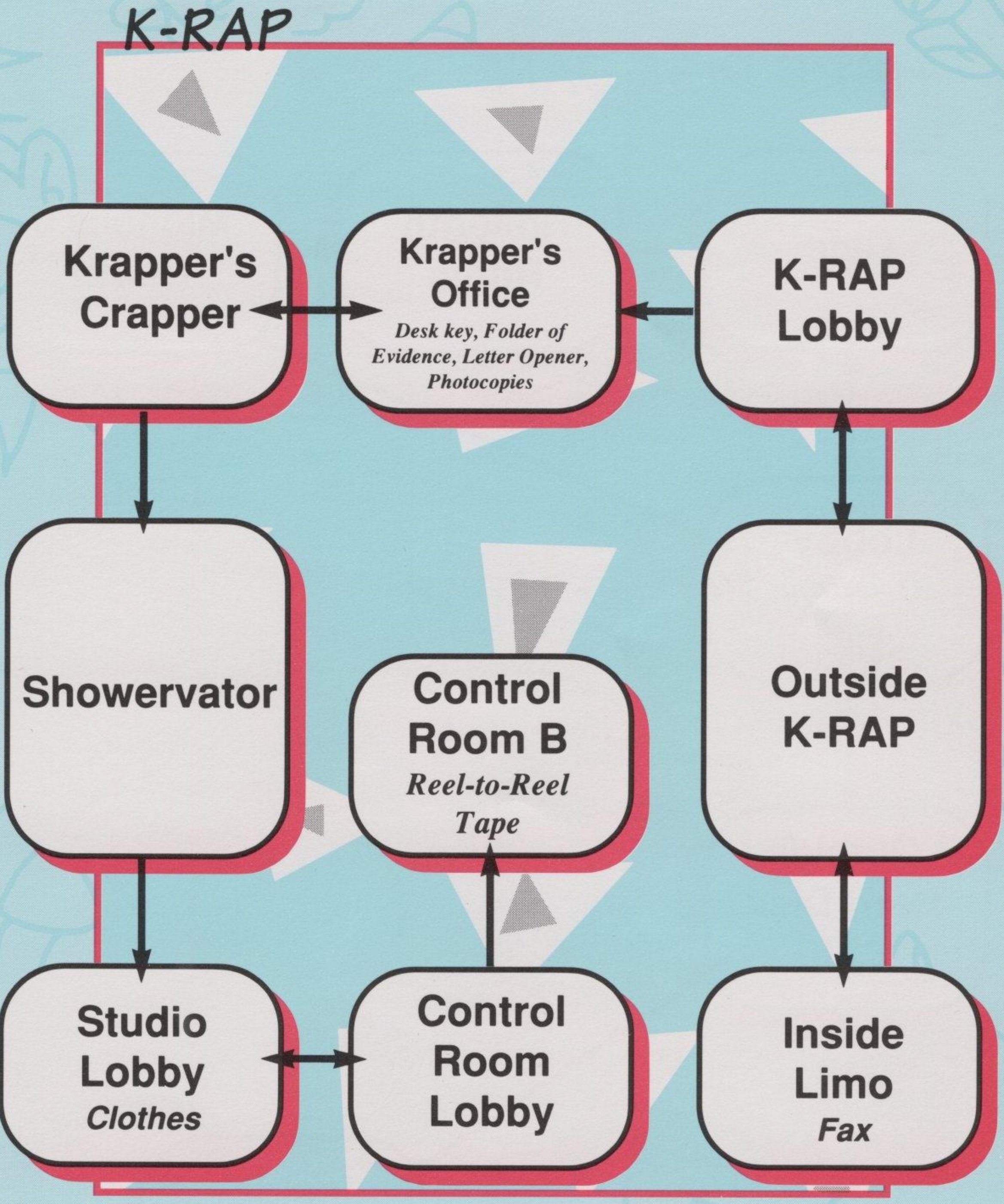
Inside Limo
Faxes, Champagne

/orkshop West
oter Shooter

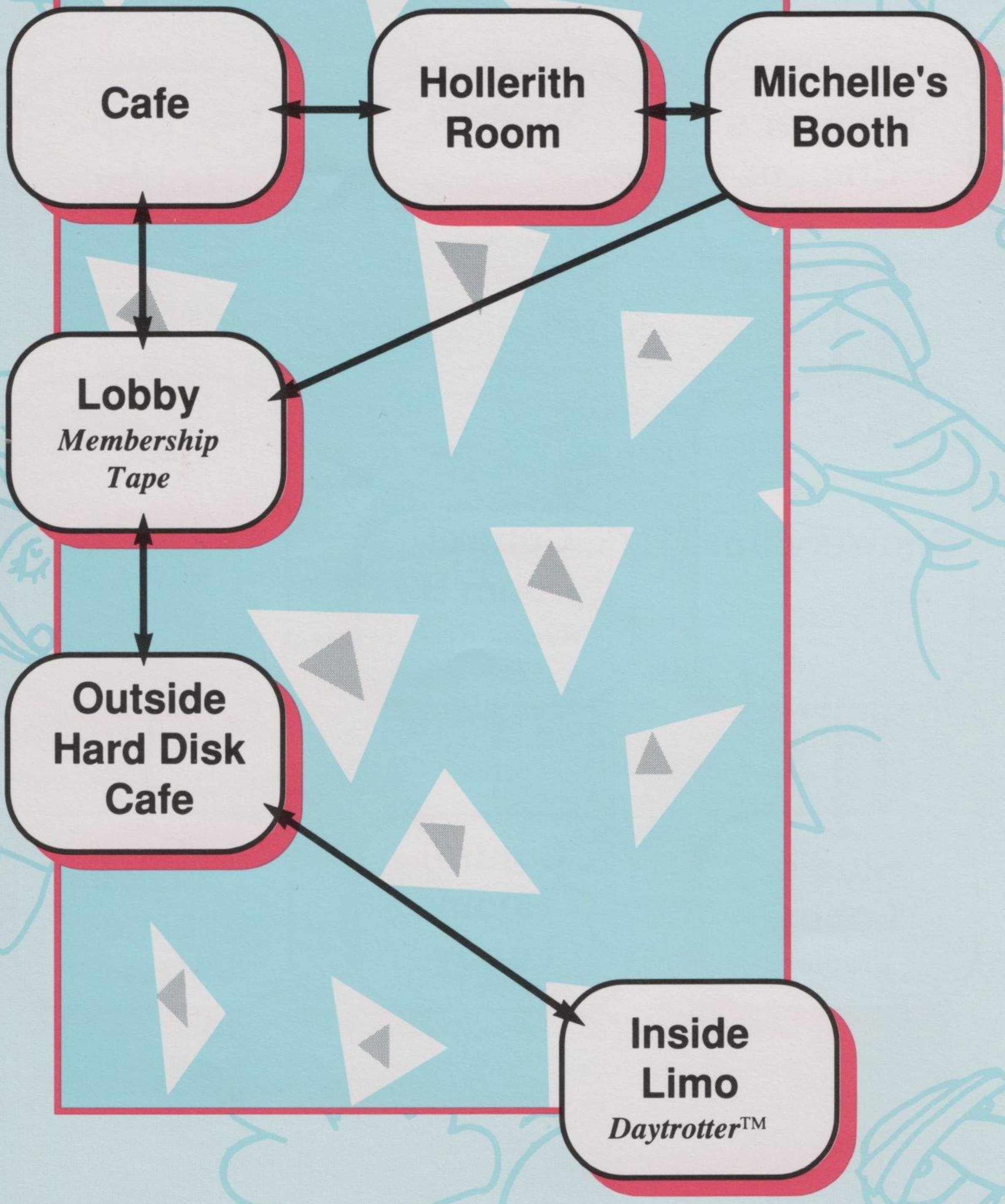
Workshop East
Dataman, DataPacks

Dr. Phil Hopian's Office

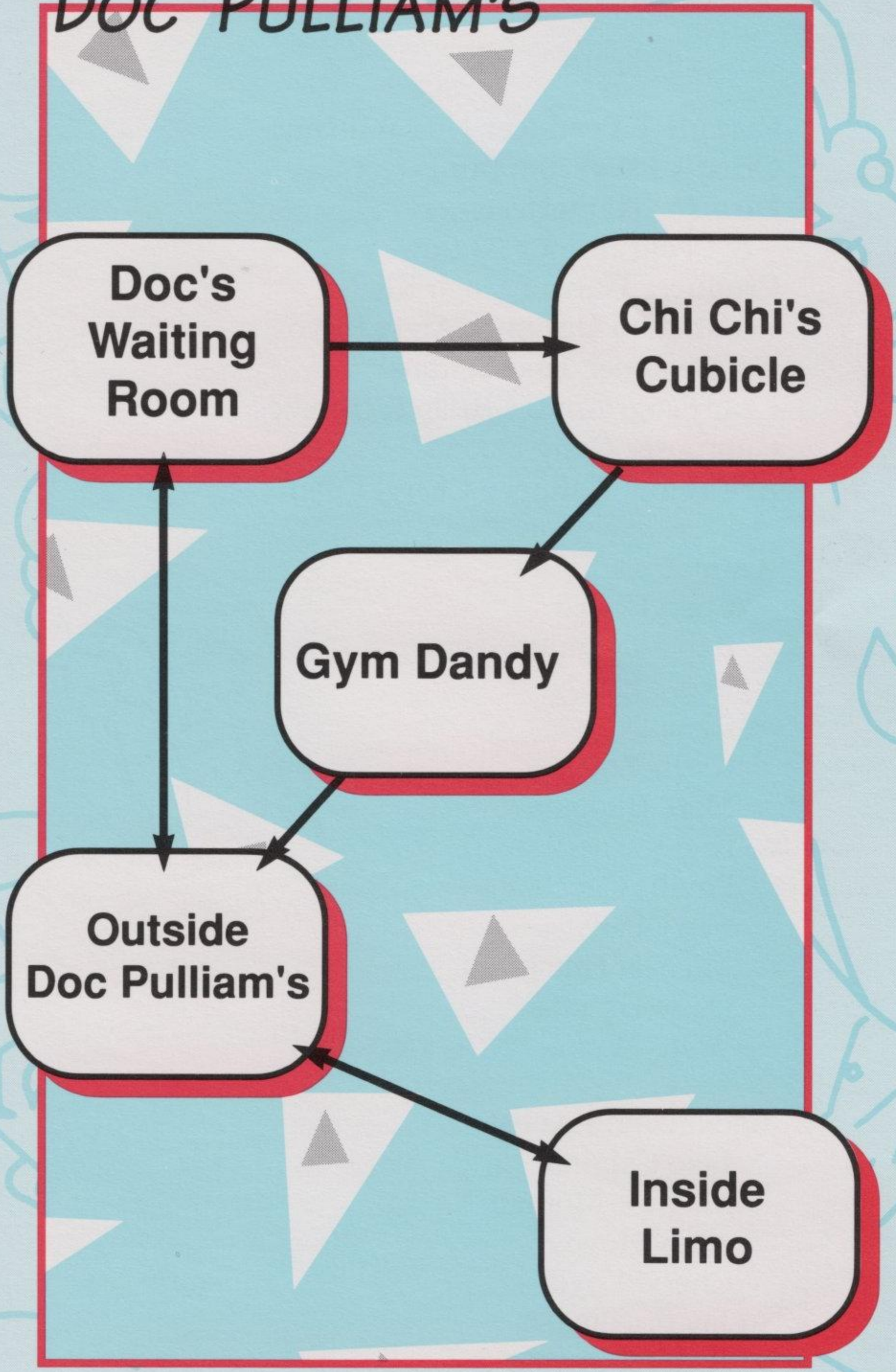
Studio
Control Room
Cassette
Waiting Room
Gold Record
THE SHILL BUILDING
Lobby
Outside Shill Building
Inside Limo
Fax


K-RAP
Krapper's Crapper
Krapper's Office
Desk key, Folder of Evidence, Letter Opener, Photocopies
K-RAP Lobby
Showervator
Control Room B
Reel-to-Reel Tape
Outside K-RAP
Studio Lobby
Clothes
Control Room Lobby
Inside Limo
Fax

HARD DISK CAFE



DOC PULLIAM'S

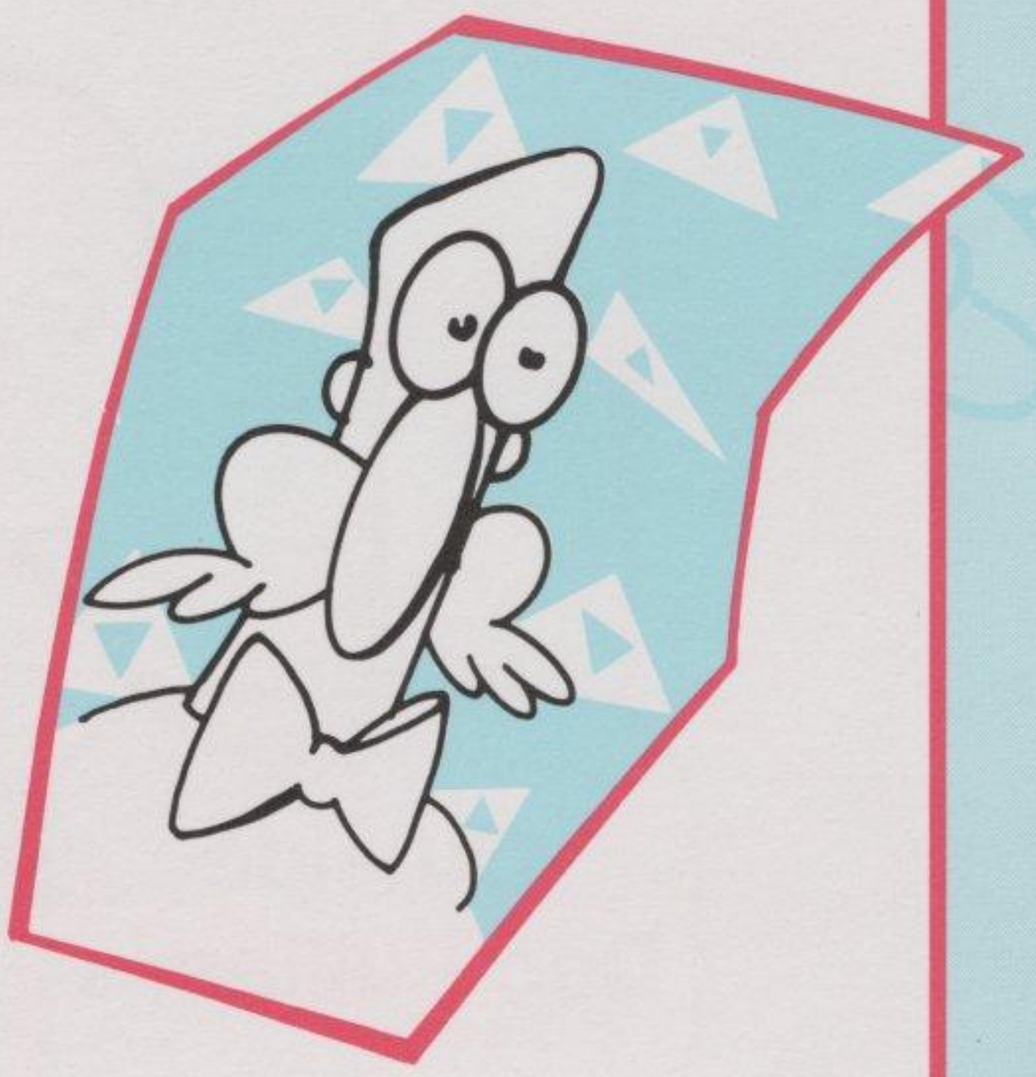


Credits

Executive Producer Ken Williams
Creative Director Bill Davis
Director,GameDesigner
& Programmer Al Lowe
Producer Guruka Singh Khalsa
Production Designer Andy Hoyos
Art Designer Jane Cardinal
LeadProgrammer Brian K. Hughes
Composer Craig Safan
Art Team Manager Cheryl Loyd

Animators

Cheryl Loyd
Barry T. Smith
Roger Hardy, Jr.
Dana Dean
Karin Young
Marc Hudgins
Eric Kasner
Phyllis Cucchiara
Terry Falls
Michael Hutchison
Desie Hartman
Willis Wong



Background Artists

Jane Cardinal
Maurice Morgan
Andy Hoyos
Cheryl Loyd
Jay Friedmann
Jennifer Shontz
Gloria Garland

Programmers
Brian K. Hughes
Carlos Escobar
Steve Conrad
John Hartin
Oliver Brelsford
Al Lowe

Music Director
Mark Seibert

Development System
Jeff Stephenson
Robert E. Heitman
Dan Foy
Larry Scott
John Rettig
J. Mark Hood
Chris Smith
Terry McHenry
Eric Hart
Chad Bye
Mark Wilden
Ken Koch
John Crane
Steve Coallier
Randy Moss

Additional Music
Chris Braymen

Additional Written Material
Josh Mandel

Quality Assurance
Robin Bradley

Hint Book
Al Lowe
Josh Mandel
Gloria Garland
Nathan Gams

NOTES

NOTES

HINT BOOK ORDER FORM

Please Print

Name _____

Address _____

City/State/Zip _____

Phone (_____) _____

Requested for credit card orders; desired for all orders.

Check method of payment (*PLEASE DO NOT SEND CASH*)

☐ Master Card ☐ Visa ☐ American Express
☐ Discover Card ☐ Check Enclosed

Card Number _____

Expiration Date _____/_____

Authorizing Signature _____

Required for credit card orders.

Please allow two weeks for delivery. All prices include shipping and handling.

Make checks payable to

SIERRA ON-LINE, INC.

Mail payment with this order form to:

Hint Books
Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614

HINT BOOK ORDER FORM

	PRICE	TOTAL
King's Quest I	9.95	
King's Quest II	9.95	
King's Quest III	9.95	
King's Quest IV	9.95	
King's Quest V	9.95	
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Space Quest II	9.95	
Space Quest III	9.95	
Space Quest IV	9.95	
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Police Quest II	9.95	
Police Quest III (Fall '91)	9.95	
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Manhunter II	9.95	
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Gold Rush!	9.95	
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Conquests of Camelot	9.95	
Conquests of Longbow (Fall'91)	9.95	
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Rise of the Dragon	9.95	
The Black Cauldron	9.95	
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California residents add 7.75% sales tax. Illinois and Texas add 6.25% Massachusetts residents add 5% sales tax.	**Tax**	
	Total	

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